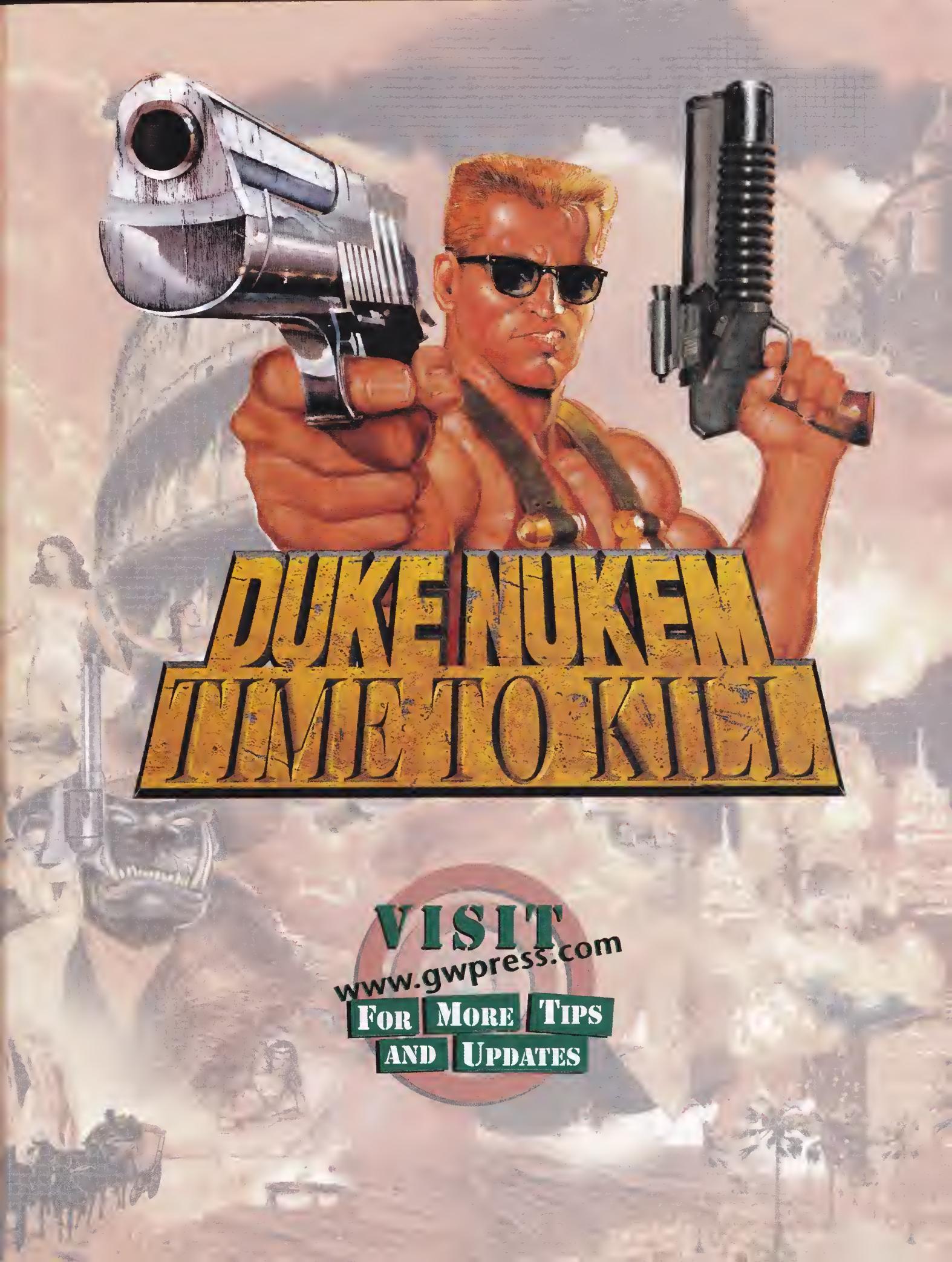


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SECRETS
REVEALED

DUKE NUKEM TIME TO KILL

Exclusive Strategy Guide





DUKE NUKEM TIME TO KILL

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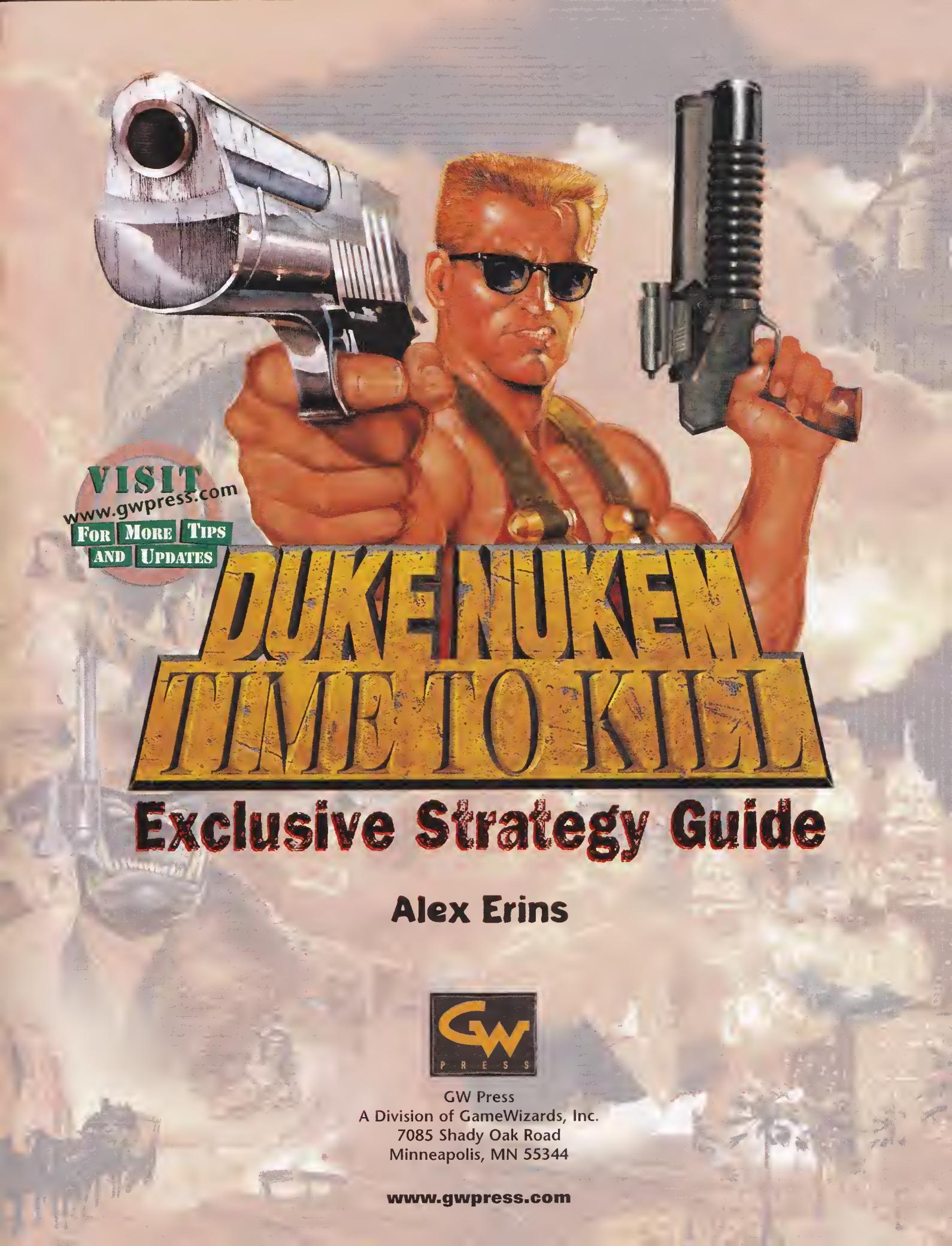
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DUKE NUKEM TIME TO KILL

Exclusive Strategy Guide

Alex Erins



GW Press
A Division of GameWizards, Inc.
7085 Shady Oak Road
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Duke Nukem: Time to Kill— Exclusive Strategy Guide

Published by

GW Press

A Division of GameWizards, Inc.
7085 Shady Oak Road
Minneapolis, MN 55344

Associate Publisher

Scott Grieve

Acquisitions/Development

Michael Koch

Design/Layout

Akeson Design

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ISBN: 1-56893-916-7

Library of Congress Catalog Card Number: 98-84975

Printed in the United States of America

98 99 00 10 9 8 7 6 5 4 3 2 1

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Introduction

Being an intergalactic hero is tough work, but Duke's been known to party just as hard as he works. One night, while enjoying the company of a few ladies down at his favorite night spot, Duke's fun is interrupted by a bright flare of light, and the entry of two L.A.R.D. Pig Cops. "What the...?" Duke mutters before drawing his Desert Eagle and dropping both of them before they can raise their shotguns. Scowling, Duke heads for the exit, thinking that there shouldn't be any more of those alien dirt bags showing up. After all, last time he sent their leader home in pieces, so they ought to think twice before messing with Duke again.

Things only get worse outside, as Duke finds his vintage ride converted into a junior-sized girls bicycle, complete with pink trim and tassels. The streets are crawling with Pig Cops, and there's no doubt who they've come for. As he headed into the street, gun blazing, Duke was heard grumbling,

"Damn. I didn't even get time to finish my beer." Once the haze of gun smoke lifted, Duke began his search for the source of the aliens. "I know one thing," he said as he strode out of sight, "Someone's gonna pay—it's definitely time to kill!"

Duke Nukem: Time to Kill pits Duke against his old enemies, the alien menace, but this time, there's a new twist. It seems that the aliens have gone back in time to wipe Duke off the planet so that he won't be able to interfere with their plans. Duke will have to hunt them down through the Old West, Medieval, and Roman periods before finally getting the present back to reality. Along the way, he'll have to battle hordes of alien Pig Cops, Draks, Necobrains, and other assorted nasties. It's not going to be easy, but then, it never is. Get ready to head out on a time-hopping, alien-blasting, blood-splattering binge that won't stop until the final alien is face down at Duke's feet.

Acknowledgments

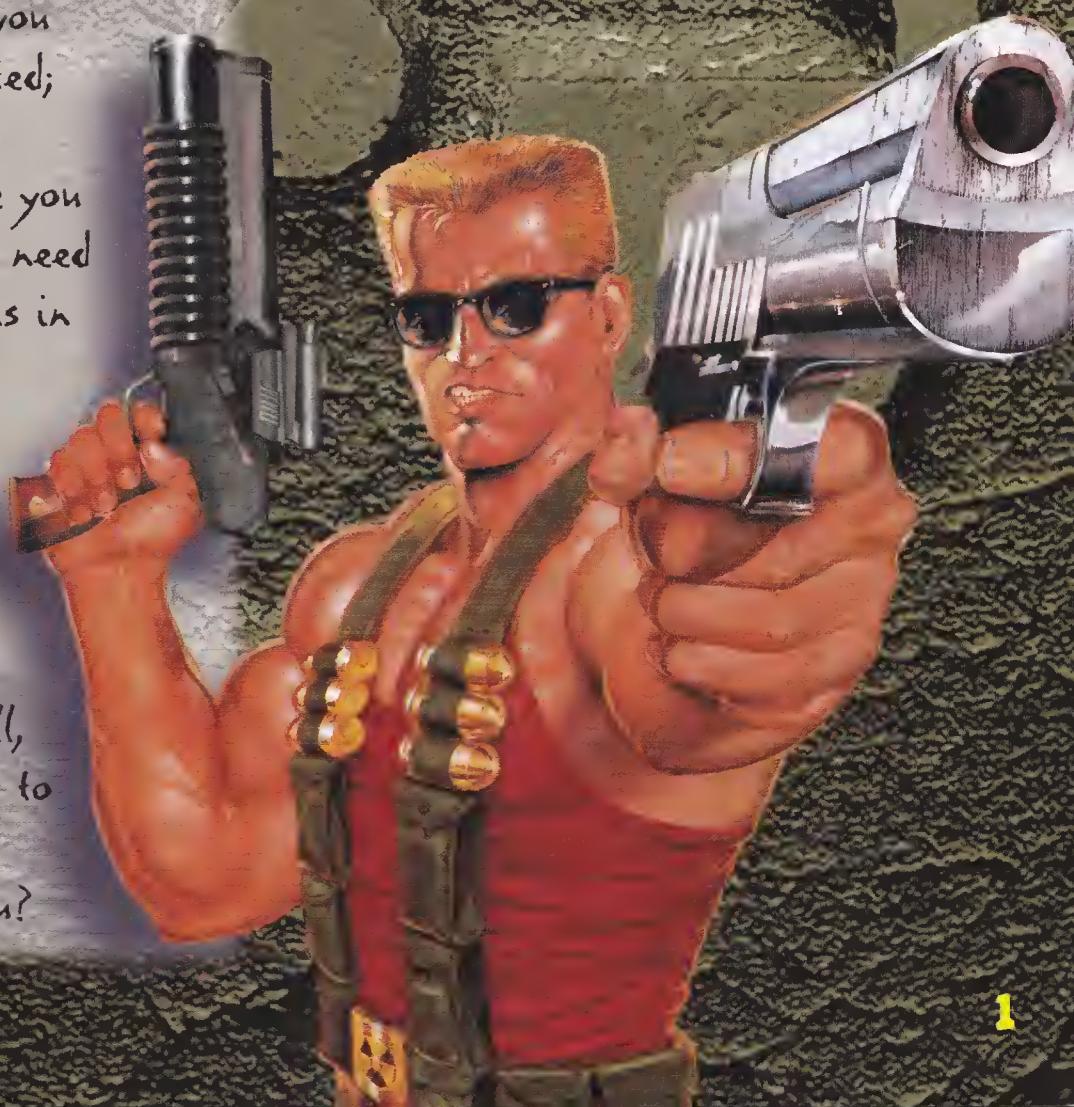
Special thanks to: Michael Koch, Eric Akeson, and Shannon Sanders for their late nights and tireless work in putting this title on the shelves; Josh Galloway and Dante Anderson at GT Interactive for all their help; everyone at SingleTrac Studio for answering stupid questions at all hours, and, of course, 3D Realms for creating Duke Nukem in the first place.

About the Author

Alex Erins has been playing and writing about games for over five years. He has contributed to various gaming publications, as well as strategy guides during that time. *Duke Nukem: Time to Kill—Exclusive Strategy Guide* is his second strategy guide for GW Press (after *Rogue Trip Vacation 2012—Exclusive Strategy Guide*). When he's not spending his time Duke-ing it up, Alex is a freelance journalist.

Welcome to Mayhem

This section covers the basics you'll need to survive your ride: Game Basics to help you get things started; Weapons and Gadgets to give you the ammo you need to use the items in the game; and Alien Scum, your guide to the aliens Duke will be facing. So get going! After all, you don't want to keep Duke waiting, do you?





Game Basics

Before you run off to save the planet (and Duke's ancestors), take a quick look through this section. Everything you need to know to get started is here, including game setup options, control setup, and even some tips for keeping Duke alive. Once you've looked through this chapter, you're ready to kick some alien ass.

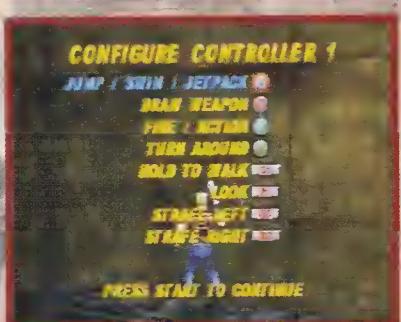
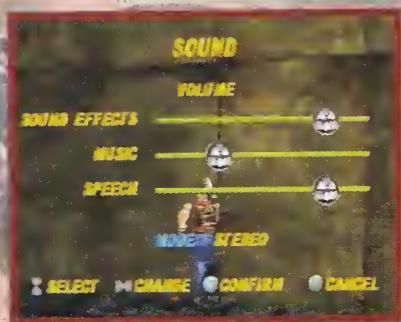
SETTING UP A GAME

When you pop the *Duke Nukem: Time to Kill* CD in your Playstation, the opening movie will play. After the game checks for your memory card, you'll be prompted to press START.

The main menu has four options: ONE PLAYER, TWO PLAYER, LOAD GAME, and OPTIONS. Select OPTIONS and press the X button. The next screen you'll see has SOUND, CONTROLLER, and GAME SETTINGS.

The SOUND menu is straightforward—set the Sound Effects, Music, and Speech to your taste, and select Mono or Stereo. Return to the previous menu and select CONTROLLER.

This CONFIGURE CONTROLLER screen shows the current setup of all the buttons on your controller. Use these default settings for awhile before changing them, at least until you know whether they are comfortable. Only one button can be assigned to each function. Once you're done here, return to the previous menu and select GAME SETTINGS.



Game Basics



Note

All the walkthroughs in this guide were played on the DEATH WISH skill setting. Select this mode if you want to follow them step-by-step, since lower skill levels will have fewer enemies, more health, and a few other differences.

Game Settings include AUTO AIM, which selects whether or not Duke will auto-aim at the nearest target. You should experiment with this option; sometimes it's a life saver, at other times it can be a bit frustrating. Leave it ON for now, and change it later if you don't like the current setting.

The GORE setting toggles the amount of blood that splatters when Duke or an alien is shot. Set this to NONE if you're squeamish (or have small children); set it to SOME or LOTS if you're into splattering animated blood all over the screen (and who isn't?).

The STATUS BARS setting selects whether or not Duke's current health and ammo counts will show on-screen. Leave this ON until you become familiar with the game.

GAME SPEED is how fast Duke (and the aliens) will move. Increasing the speed will make Duke move along, but it also makes the aliens harder to hit. Setting this all the way to the right and playing on the highest difficulty setting provides the toughest game. Once you're done with configuring Game Settings, return to the main menu.

I'll discuss the TWO PLAYER option in the Multiplayer section. For now, select ONE PLAYER. You'll be taken to the CHOOSE DIFFICULTY LEVEL menu.

There are four settings here: WUSSY, GET SOME, LET'S GO, and DEATH WISH. Select WUSSY if you're afraid of getting hurt, and DEATH WISH if you think you know what you're doing.

The aliens aren't quite as tough or as numerous on the lower skill settings, and there is more health laying around for Duke to heal himself with. Once you've made your selection, the game will start. Go re-make history!

CONTROLLING DUKE

Duke's got all the moves he needs to defeat the aliens. Unfortunately (for him) he has to rely on you to know how to get him to do them. This section covers a few basic maneuvers that Duke will need to use if he's going to get the job done.

BASIC MOVES

Duke's basic moves are performed by one press of a controller button. They are listed with their corresponding button on the CONFIGURE CONTROLLER screen in the OPTIONS menu.

JUMP/SWIM/JETPACK

- ◆ **JUMP**—Pressing this button will cause Duke to jump if he isn't in water or wearing a jetpack. Duke can perform a running jump, or he will jump straight up if you push the button while he is standing still. To get on top of an obstruction, put Duke against it, then press this button to make him jump while pressing the FORWARD button on the D-pad. If the object is low enough, Duke will step onto it.
- ◆ **SWIM**—Duke will automatically go into swim mode if he is in water. The D-pad keys rotate his body up or down when he is underwater, and propel him when his head is above water. While underwater, use the SWIM button to move Duke forward once you've used the D-pad to point him in the direction you want him to swim. Watch the air gauge on your display—when it starts counting down to zero, you need to get Duke to the surface or he'll drown.
- ◆ **JETPACK**—Pressing the button when Duke is wearing a jetpack will cause a burst of propellant to burn, lifting Duke off the ground. The propellant burns as long as you hold down the button, so use short bursts to avoid burning jetpack fuel too quickly. When the jetpack runs out of fuel, Duke will fall. Needless to say, this can be a bit messy if he's over lava, or a long drop.



Note

Duke can only perform one of the following functions at a time. The only time this is an issue is when he's wearing a jetpack. Stow the jetpack when not in use so that Duke can jump without using up its fuel.

DRAW WEAPON

When you press this button, Duke draws his weapon. He won't fire it until you press the FIRE/ACTION button, but he must have it drawn to do so. This button is useful for climbing, since Duke can't start a climb, or grab a ledge if he has his weapon out. However, once he is on a ladder, Duke can draw his pistol and fire without falling off the ladder.

FIRE/ACTION

- ◆ **FIRE**—Aim at the nasty aliens and press this button to make them go boom. Holding down the fire button will repeatedly fire the same weapon, at least until Duke runs out of ammo for it.
- ◆ **ACTION**—When Duke's weapon is holstered or in his backpack, pressing this button will cause Duke to grab ledges (when he attempts a jump), push buttons, place crystals in their holders, or any other game action he needs to perform. Use this button in conjunction with JUMP to grab ledges high above Duke; he will pull himself up if you hold the button down during the jump.

TURN ROUND/CRUNCH

This makes Duke do a quick 360 degree turn. Very useful for capping an alien shooting Duke in the back. This can't be used on ladders, so check your back before starting a climb. You can also hold this button down to crouch, which is useful for getting Duke through tight spaces, as well as firing from behind crates and other cover.

HOLD TO WALK

Pressing this button slows Duke down to a walk. Use this when you need to approach a ledge you don't want to fall from. Duke can't fall when he walks up to a ledge, so hold this button to get him right to the edge without going over.

LOOK

This important button enables Duke to look around the area—up, down, and side-to-side. You'll use this feature primarily for aiming Duke's weapon, but it's also useful in searching for secret areas and ledges overhead. You can LOOK while on a ladder as well. You can't move while you're looking, so make sure you don't need to before you start looking around.

STRafe LEFT/STRafe RIGHT

These two buttons cause Duke to slide left or right when pressed, keeping him facing the same direction. This is very important, since it allows him to step around corners while seeing what is beyond them. It also makes him a tougher target for the aliens. Use this in conjunction with the HOLD TO WALK button to make Duke take small steps to the side, or with the FORWARD button on the D-pad to make him run diagonally left or right. You can circle an enemy while keeping them in your sights by pressing the D-pad diagonally opposite the strafe button you're pressing.

DUKE TIPS

Now that you've got the basics down, take a look at the following tips. Once you're armed with these, you've got all the info you need to turn back the clock and restore Duke to the present.

- ◆ **Master Strafing**—Duke won't survive long if you don't get used to using the STRAFE LEFT/RIGHT buttons. Practice using them, especially around corners—they can greatly extend Duke's life.
- ◆ **Use the right tools**—Pig Cops and Draks, as long as they aren't in groups, will go down just fine if Duke uses his pistol on them. Save your more powerful weapons for multiple-target situations; wasting an RPG round on a single Pig might look cool, but you'll wish you had that round back when you round the corner into a mob of Necobrains.
- ◆ **Explore carefully**—Many of the areas you need to visit aren't immediately obvious. You can complete a level without even seeing portions of it in some cases. A good practice is to clear the area of all aliens, then go back through, searching for secrets and other areas.
- ◆ **Leave an escape route**—Before taking on a large group of aliens, make sure you have room to run away and heal Duke before you attack again. Chances are, you'll need the break.
- ◆ **Watch those blasts**—All of Duke's explosive weapons—RPG, Pipe Bombs, Dynamite—have large blast radii. Make sure Duke doesn't get tapped by his own weapon by holding your fire when he's too close to the detonation point.
- ◆ **Don't waste health**—Don't pick up a health power-up, whether health or first-aid kit, unless Duke is really in need of it. You can only get up to 100 percent, so picking one up when Duke is 95 percent is a waste—remember the item's location, and come back when he really needs it.
- ◆ **Look up**—The natural tendency is to expect attacks to come from ahead or to the side. Be sure you scan new areas top to bottom to avoid attacks from above. This will also help you spot other areas you might not normally see.
- ◆ **Prioritize enemies**—Hellwings, Necobrains, and Heavy Draks are priority one, since they are tougher to bring down and do more damage than Draks and Pig Cops. Always focus your fire on the most powerful enemy in the room first, then finish off the rest.
- ◆ **Run away like a man**—There's no shame in leaving a fight Duke can't win. When things get really nasty, retreat, heal Duke, and try again.
- ◆ **Listen to Duke**—Besides comic relief, there's another reason to listen to Duke. From time to time, he'll say things that you'll find useful. Also, you may not know you're being shot (especially in No-Gore mode) unless you hear Duke grunting in pain.

Now get going and help the Duke of Carnage rid the earth of the alien scum—and don't let me catch you cheating!

Didn't your mother ever tell you that cheaters never win? Aren't you embarrassed that you can't even win a game without resorting to cheating? You probably copied your best friend's homework in school, too. Feel bad enough yet? Well, if you can live with yourself ('cause Duke sure wouldn't let you live), here are the cheat codes for the game. Enjoy them, missy.

CHEAT CODES

CODE EFFECT	CHEAT CODE
BIG HEAD DUKE	R1 R1 R1 R1 R1 R1 R1 R1 R1 U
TINY HEAD DUKE	R1 R1 R1 R1 R1 R1 R1 R1 R1 D
BIG HEAD ENEMY	R1 R1 R1 R1 R1 R1 R1 R1 R1 L
TINY HEAD ENEMY	R1 R1 R1 R1 R1 R1 R1 R1 R1 R
INVISIBLE	L1 R1 L1 R1 L1 R1 L1 R1 L1 R1
DOUBLE DAMAGE	L2 R2 L2 R2 L2 R2 L2 R2 R2
TEMP INVULNERABLE	R1 L2 L1 L2 R1 L1 R1 L2 L1 L2
INFINITE AMMO	(L R L R S) x 2
ALL WEAPONS	L1 L2 U L1 L2 D R1 R R2 L
INVULNERABLE	L2 R1 L1 R2 U D U D S S
ALL INVENTORY	(R1) x 5, (L2) x 5
ALL KEYS	U R U L D U R L R D
LEVEL SELECT	D D D D D D D D D U
SUPER WEAPONS	R R L R R L R R L S

Weapons and Gadgets

Duke might be capable of taking out those past-wrecking aliens single-handed, but his job would be tough if he didn't have any tools to help him. This section covers all the weapons, inventory, and other items that Duke will find along the way. With all these at Duke's disposal, it's just a matter of time before Duke kicks those alien scumbags off the planet again—for good this time!

WEAPONS

Versatility is the key to success, and Duke is the king of using whatever he's got to get the job done. There are 17 weapons available (including two upgrades), but some of them only appear in certain time periods. Take a look below, and get familiar with everything. It's a safe bet Duke's gonna need it all to wipe those alien scumbags off the planet for good!



MIGHTY BOOT

Time Period: All

Duke's got the moves to take down a few aliens, even when he's unarmed. When he's all out of ammo for his weapons, Duke will resort to a series of kicks to take 'em down. All the kicks do the same amount of damage. However, don't plan on making it far this way. Go find a weapon or some ammo quick!

THROWING KNIFE

Time Period: Roman

Duke's throwing knife requires some skill to use, since there is no auto-aim feature that enables it to seek a target. You'll need to lead your victim, or catch them standing still to plant one of these in their forehead. You'll find this weapon in the Roman era, but while you're there, look for more serious firepower—you'll need it!



THROWING AXE

Time Period: Roman

As with the throwing knife, the throwing axe doesn't seek targets. However, it is much more powerful than the knife and has a larger damage area. If you have the choice, use the throwing axe instead of the knife, unless you have a weapon that auto-aims.

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CROSSBOW

Time Period: Medieval

The crossbow fires a single bolt at its target, and has a fairly fast reload time. It also auto-aims at targets, which makes it a good weapon to rely on in most situations. Its one drawback is that it isn't nearly as powerful as Duke's combat shotgun. Don't stand still while using the crossbow—step behind cover to make sure you live long enough to take 'em down.



DESERT EAGLE

Time Period: Modern, Old West, Medieval, Roman

The Desert Eagle is the first weapon Duke will use. He's got it on him when the aliens attack, so it's fitting that he puts down the first few of them with it. With its good rate of fire and solid stopping power, the Eagle is a great

weapon to use from short or long range, since you can aim accurately with it. If you complete the first challenge level, the Super Eagle, a Desert Eagle that fires twice as fast as Duke's standard Eagle, will be yours for the rest of the game.



COMBAT SHOTGUN

Time Period: Modern, Old West, Medieval, Roman

Some Pig Cops will cough up these powerful shotguns, and Duke may even find a few lying around. However you get your hands on one, the combat shotgun will definitely make your life easier. It has a slower rate of fire than the Desert Eagle, but it packs more power per shot. It also has a

spread to its damage pattern, so you'll likely damage more than one target if they are close together. Like the Desert Eagle, the combat shotgun auto-aims at the most likely target in Duke's line of sight. If you complete the second challenge level, your shotgun will be upgraded to a more powerful super combat shotgun that fires three shots in succession between reloads, and does more damage.

BUFFALO RIFLE

Time Period: Old West

Duke will find this weapon on his first trip back in time to the Old West. The buffalo rifle is a single shot rifle that fires slightly slower than his Desert Eagle, yet is a much more powerful gun. Use the buffalo rifle in one-on-one situations, but be careful using it in a crowd—it doesn't fire fast enough to drop multiple aliens fast enough.

GATLING GUN



Time Period: Modern, Old West, Medieval, Roman

The Gatling Gun will devastate a crowd of aliens. It's Duke's most versatile weapon, since it works well all nearly all the enemies in the game. Its auto-aim feature will switch targets while you're still holding the trigger, making it easy to clear a room in no time. The Gatling Gun's rotating barrels put out a steady stream of lead that will take down even

the toughest alien with no problem. If you complete the third challenge level, your Gatling Gun will be upgraded to a laser version. This souped-up Gatling Gun cuts through enemies like a hot knife through butter, and its tracers make it easier to aim as well.

RPG LAUNCHER

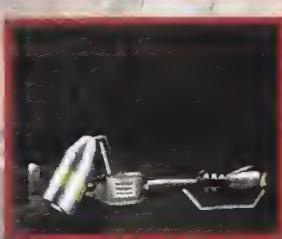


Time Period: Modern, Old West, Medieval, Roman

The RPG Launcher is an extremely powerful weapon that launches deadly rockets from its twin ports. The two rocket ports don't fire together, but they pack a powerful one-two punch when fired in succession. It's rare that Duke will need more than one shot from this beast to do the job. The blast radius of an RPG round is large; if Duke is too close to the blast, he'll take damage—possibly even kill himself. If you complete the fourth challenge level, your RPG will be upgraded to an Incendiary RPG that will catch nearby targets on fire. This increases the RPG's ability to damage targets on the fringe of its blast radius.



FLAMETHROWER



Time Period: Modern, Old West, Medieval, Roman

Is that pork I smell burning? The flamethrower is guaranteed to flame-broil those Pigs and other alien scum in nothing flat. Although it doesn't have tremendous range, the flamethrower will take down anything in its path, coating it with a napalm-like substance that continues to burn even

after the target tries to escape. Nasty, huh? Just right for those alien freeloaders. Completing the fifth challenge level will gain you the hi-temp flamethrower, which cooks those aliens even faster.

ENERGY WEAPON



Time Period: Roman

Unfortunately, you don't get to use this weapon much in the game. You'll only receive this fairly late in the game, but it's worth the wait. The energy weapon combines the effects of an RPG blast (disintegrating your targets) and a flame thrower (setting them on fire). An added bonus is that it will seek targets automatically within a room, even if you aren't aiming at them. You can gain a powered-up version of this weapon, called the Super Zipper, once you complete the final challenge level.



FREEZER

Time Period: Medieval, Modern, Roman

This baby really cools things down in a hurry. The freezer fires super frigid energy pulses that will freeze any target they hit—including Duke—solid. Further shots at the frozen target will shatter it, as will simply walking into it. Don't waste freezer ammo once you've frozen your prey. Step in close, and push 'em over to finish the job.

PIPE BOMBS

Time Period: Modern

Pipe bombs are a mainstay of urban warfare. Duke will always find at least a case of them when he returns to the future, so stock up and use them sparingly—there is no other weapon like them in the game. Toss a pipe bomb (holding down fire longer results in a longer throw), then trigger it by pressing the fire button again. If you decide not to trigger it, just walk over it to place it back in Duke's backpack.



DYNAMITE

Time Period: Old West

You'll only find this powerful explosive weapon in the Old West. Unlike other weapons, it won't automatically appear in your inventory. Select it from the Weapons menu, then get ready to throw it. You only have a few seconds to release it, or it will explode in Duke's hand—definitely not a good thing. You'll need to select another stick manually if you want to use dynamite again. Throw that sputtering stick, then get the heck outta, Dodge!

HOLY HAND GRENADE

Time Period: Medieval

Thou shalt count to 3...no more, no less. Sound familiar? Then you should be right at home with the holy hand grenade. When you throw a holy hand grenade, it will bounce around, seeking the nearest enemy. When it stops bouncing, you'd better be out of range, because it will explode any second. These are very powerful explosions, so keep Duke out of harms way when you use the grenades.

GADGETS

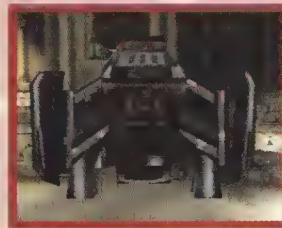
There are two kinds of pick-ups: inventory and items. Inventory are items he can store in his backpack for later use. Items are instant use pick-ups—once Duke picks 'em up, he will use them. If Duke doesn't need something (such as extra health or ammo) he won't pick it up. The two sections below detail all of the pick-ups in the game.

INVENTORY

JETPACK

Time Period: All

The jetpack will get Duke out of tight spots in style. When you pick one up, it's fully loaded with fuel. You activate it from the Inventory menu. However, the jetpack won't use any fuel until you actually trigger it. This is a good thing, since you never know when a little aerial action is in order. Once you've used up all the fuel, the jetpack is grounded until you find another. Jetpack fuel doesn't exist as a separate item in the game.



BIOMASK

Time Period: Old West, Medieval

The biomask protects Duke from toxic gas or drowning. Unlike the jetpack, as soon as Duke dons the biomask, it starts working. When the biomask's charge runs out, Duke had better be out of the toxic area (or water), or he will start choking. When his breath runs out (a meter appears to count down from 100 how much breath Duke has left), Duke will die.



GOOGLES

Time Period: All

Night vision goggles are essential for many areas Duke has to explore to clean up the pigsty those aliens have made of his future. They operate very simply—select them from the Inventory menu, and Duke puts them on, allowing you to see in the dark. Use them sparingly, so that you make the most of their charge.



MEDKIT

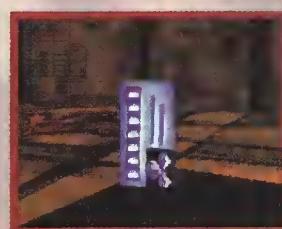
Time Period: All

Portable medkits allow Duke to carry 100 points of health around with him, and use it whenever he needs a boost. They won't boost him over 100 health points, but try to keep one of these in inventory and use it when Duke can't find any health, or if he needs a quick boost in a firefight.

KEYCARDS/KEYS

Time Period: All

Duke will need to collect various keycards to make his way through portions of all time periods that are locked. Keycards are used in the Modern era, while skeleton keys are present in Medieval and Roman eras. Once Duke picks one up, it stays in his inventory until he approaches the proper door and presses the USE button. The key or keycard is automatically used to open the locked area.

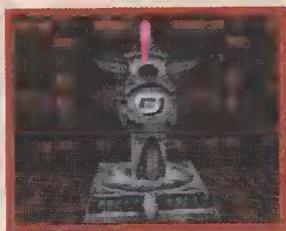


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AMMUNITION

Time Period: All

Each weapon in Duke's arsenal uses different ammunition. When Duke has a particular weapon in his possession, whether it is the active weapon or not, any ammo he picks up for it will be added to its total available ammunition. Once each weapon's maximum has been reached, Duke won't be able to pick up more ammo for that weapon until he depletes the supply he already has.



CRYSTALS

Time Period: All

Throughout all the time periods Duke visits, there's one constant: When he returns to the present, he'll have to find three crystals—red, blue, and green—to activate the time transporter and go back in time again. The crystals are found in their various holders throughout the Modern era.

ITEMS

ATOMIC HEALTH

Time Period: All

Atomic health is the only substance that increases Duke's health to over 100 points. Each atomic health adds 50 points to his health, up to a maximum of 200 total points. Once his health is maxed out, Duke won't be able to pick up more atomic health.



HEALTH

Time Period: All

Health kits are scattered in various places throughout all the time periods Duke will travel to. When Duke is under 100 points of health, walk over a health kit to gain an immediate health increase. These increases are cumulative—you can pick up several of them to get Duke back to 100 percent.



FIRST AID

Time Period: All

First aid kits provide a larger health increase than health kits. Each one gives Duke 25 health points if he is under 100. As with health kits and Medkits, First Aid kits will not take Duke over 100 health points.



ARMOR

Time Period: All

Armor gives Duke extra protection against attacks. Armor provides 100 points of protection that wears off gradually as the armor is destroyed.

You will also be able to pick up armor dropped by Pig Cops; however, this armor may not be at 100 percent, since the Pig was using it before you capped him.



Alien Scum

Duke's seen some of these aliens before, but he'll face several different variants and new enemies as he travels through time. This section gives you the info on each of them, including the three boss aliens Duke has to face along the way. "Aliens are aliens," grumbles Duke, "and the only good one is a dead one." With the following info, you'll be able to help Duke clean up the alien infestation in no time.

PIG COPS



Duke will run into these swine in every time period. Although Duke will find them dressed as L.A.R.D. Cops, Sheriffs, Court Guards, and even wearing togas as he travels through time. They have the same capabilities in each time period. Pigs carry a combat shotgun. When Duke shoots them, they may drop some ammo, or a shotgun. They also will drop their used armor. So don't think of them as enemies; think of them as walking weapon caddies.

DRAKS

Draks are lizard-like aliens that are a bit tougher to bring down than Pig Cops. Their weapon is a rapid-fire pistol, and their fast movement makes them tough targets. Duke shouldn't have much trouble taking them on one-by-one, but a crowd of these oversized geckos is bad news. The good news is that they scream at Duke when they see him, so if you hear that sound, get ready to rumble. Use your shotgun, or Gatling gun to cut them down to size. Dead Draks may drop health or ammo.



HEAVY DRAKS

Big brother to the smaller Drak, Heavy Draks are larger and pack some serious firepower—a Gatling gun. When Duke runs into these monsters, you'd better take them out with an RPG round or something equally as powerful. Duke can't stand much of the punishment they dish out. When Duke does manage to kill them, Heavy Draks may drop Gatling gun ammo.



NECOBRAINS

These huge floating nasties are bad news. Necobrains can be found floating around in many different locations, including underwater areas. They fire a blast of Duke-destroying energy from their oversized gray matter that inflicts significant damage upon impact. If that wasn't bad enough, they are also difficult to bring down with less than a Gatling gun. However, one good round from an RPG, or a pipe bomb explosion, will splatter them all over the scenery nicely.



Alien scum

HELLWINGS

As bad as Necobrains are, they pale in comparison to Hellwings. Hellwings are basically baby dragons. They are hard to shoot, and they fire balls of flame at Duke from all directions. They will also knock Duke down (and possibly into water, lava, or off a ledge) at close range. Take these beasts seriously and try not to share a room with them.

Use your RPG to clear the room, or your Energy Weapon to fry them in flight. Be sure auto-aim is on when you face Hellwings—drawing a bead on them manually is next to impossible.



BOSS 1: THE REAPER

The Reaper is the boss alien Duke has to face once he has shut down the alien gold-stealing operation in the Old West. Armed with dual Gatling gun cannons, and rolling on massive tank treads, the Reaper is up to the task of taking Duke apart one piece at a time. To defeat it, Duke should try to get behind it and plug away with an RPG or other explosives.

Another tactic is to lure the Reaper near the walls, go behind them, then lob dynamite or pipe bombs over the wall to blast it into scrap metal. If you're able to snag the jetpack in the arena, fly up to the central platform and take it on from there.

BOSS 2: WING'ED DEATH

Wing'ed Death is a massive dragon that blocks Duke's return from the medieval time period. The dragon swoops around an outdoor courtyard, belching fire that will incinerate Duke easily. Duke's best tactic against this beast is to use the two long pools of water, both of which have health in the bottom, to shield him from the flames as he shoots the beast. Whenever Duke runs low on health due to being underwater too long, he can grab another first aid kit and stay under. Using both pools in this manner, and hammering the dragon with all he has should do the trick, and Wing'ed Death will come crashing to the ground.



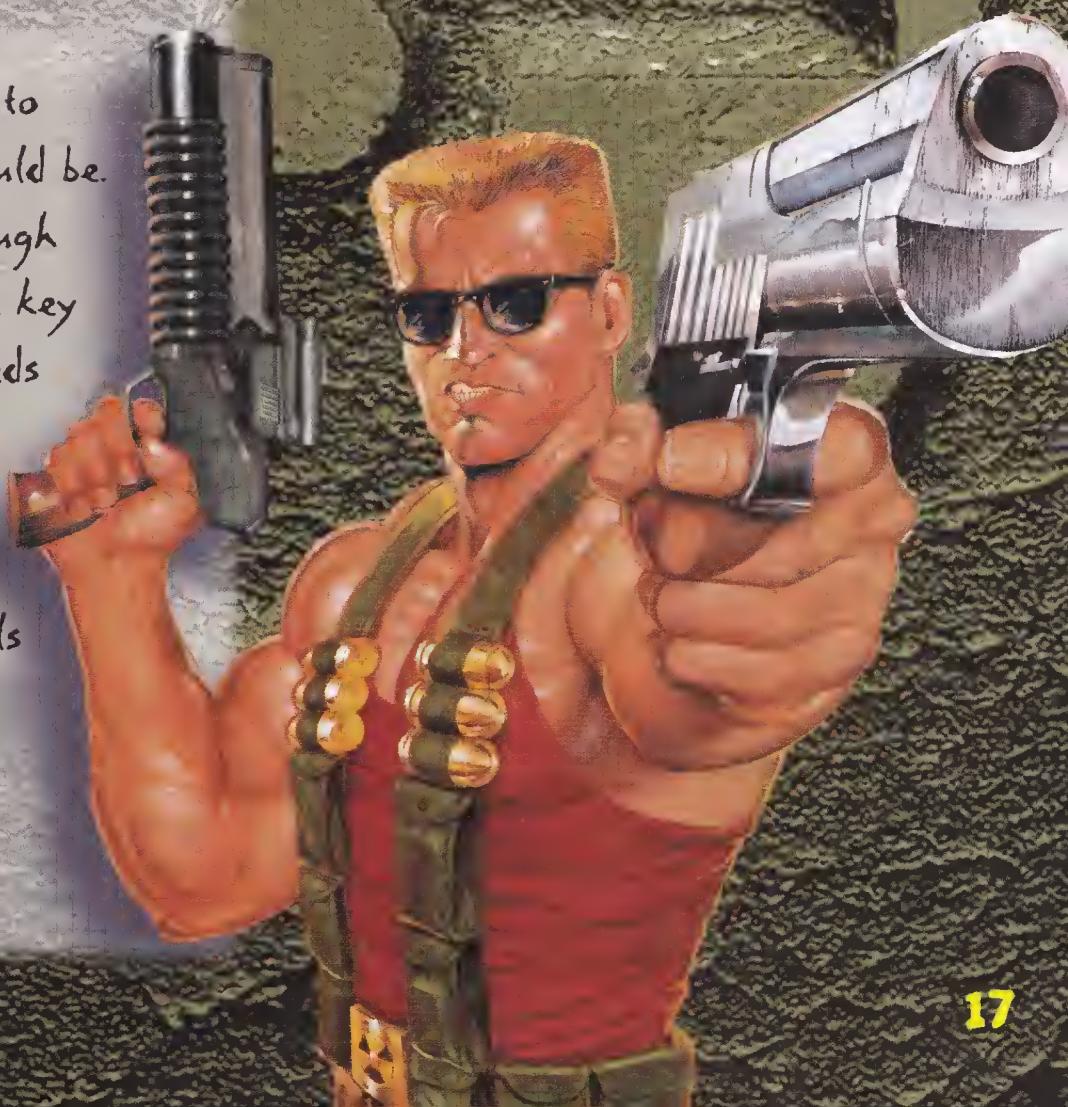
BOSS 3: MOLOCHE — THE GATEKEEPER

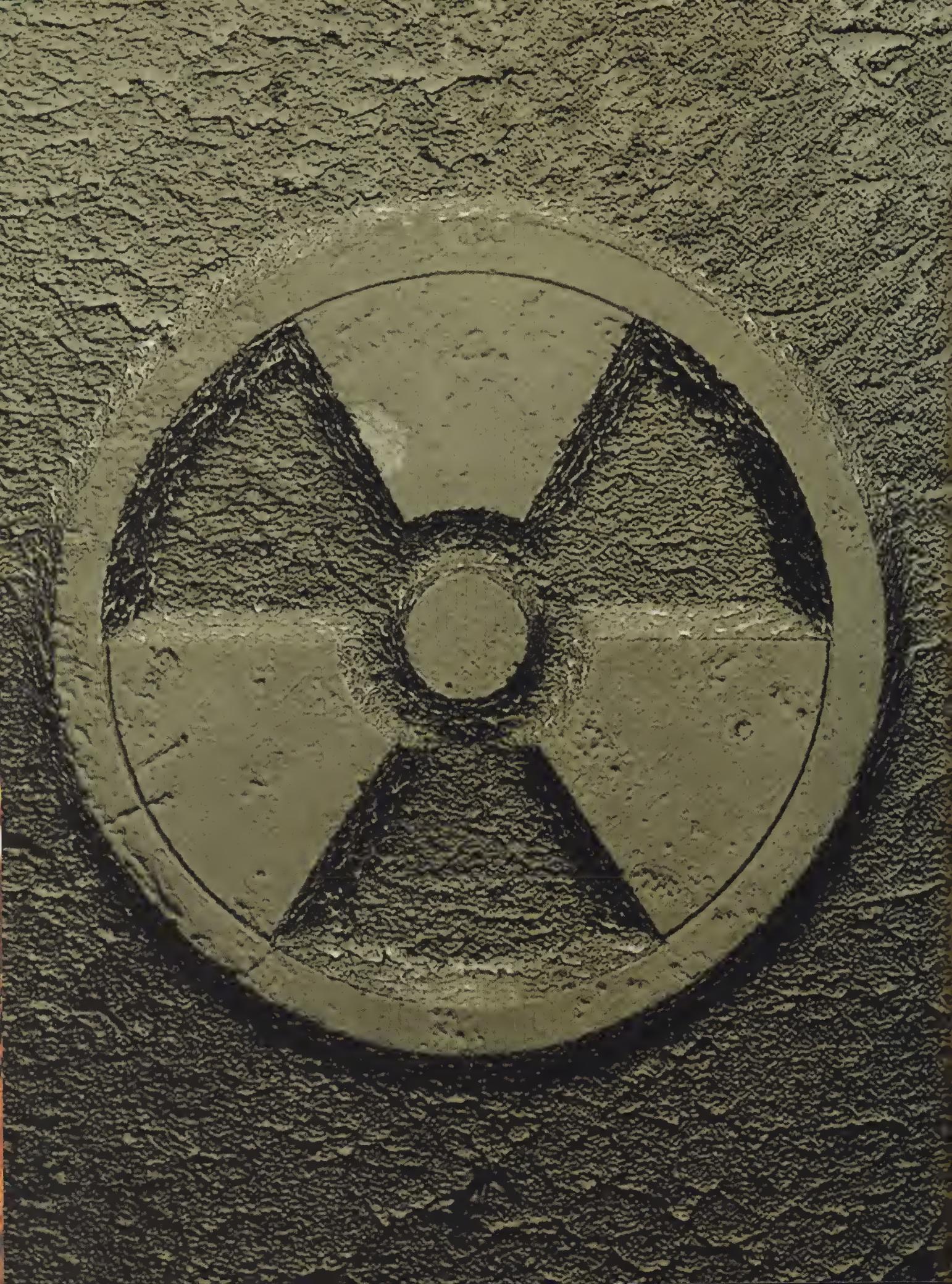
The final boss waits for Duke once he has cleaned up ancient Rome. Moloch is a massive reptile-like beast that fires twin laser beams from his hands. Duke can't stand more than one or two shots from Moloch before he's fried, so the first key to winning this battle is keeping Duke moving. Use the four teleporters to move Duke around the arena and away from Moloch's attacks. The four side chambers are full of alien eggs that Duke needs to clear out. Once that's done, he can replenish

his health and ammo inside them, as well as hide from Moloch when necessary. Keep your medkit handy, and you should be able to outlast Moloch. RPG rounds and any powered-up weapons you have are the best things to use against him.

time to kill

This section gives you everything you'll need to wipe out those alien scumbags and restore history to the way it should be. Each walkthrough includes all the key areas Duke needs to visit, including secret areas and bonus levels along the way. Strap on your sidearm—it's time to kill.





LEVEL 1

Time to Kill

It's time to clean up the inner city, and Duke's just the man for the job. As usual, things get nasty just when he's having fun—Duke can't sit still for this. Besides, it's tough to enjoy a few beers when you're dodging bullets. You'll follow Duke through the streets, back alleys, and the ancient subway system in his quest to wipe the alien scum off the planet again so he can get back to more important things.

STREET SWEEPER

The downtown streets are crawling with Pig Cops, and every one of them is out for Duke's blood. Take the time to get familiar with controlling Duke, and look closely at everything—there are plenty of extra goodies in the area.



1. Blast the Pig Cops near the BootyLicious nightclub, as well as the ones down the street.

The Environs

Enemies: Pig Cops, Assault Troopers

Weapons: Pipe Bombs, Combat Shotgun, Gatling Gun

Secrets: 7, Bonus Level 1



2. Clear the alley near the subway entrance of the Pig Cops on the platforms above. Climb the ladder that reaches the ground and take out the Pigs in the room above.



3. Chat with the...er...lady in the room, then flick the light switch to slide the bed back and reveal a secret area that contains pipe bombs. The closet in this room also holds a portable medkit.

Note

This passage connects with the subway entrance around the corner. Shoot the gas canisters to blow a hole to that passage. Alternately, you can climb back up through the grating you entered through. Either way, be sure to enter BootyLicious before continuing.



5. Enter BootyLicious, and look left to take out the Pig Cops enjoying the entertainment. Careful—don't shoot a dancer, or more Pig Cops will spawn. Check out the platforms in the room as well for some health and ammo.



4. Jump/climb to the other platforms in the alley to score some shotgun and Gatling gun ammo. Push the dumpster aside to reveal a secret area with a Gatling gun inside. Turn around, then hop the fence near the wrecked car to grab an atomic health. In front of the car, there's a grating in the sidewalk. Drop a pipe bomb on it and blow it up to reveal a secret passage below. Jump into the hole below and get the night vision goggles on your right.



6. Step behind the bar and hit the red button to open a secret door on-stage. Inside, you'll find another Pig Cop who will cough up a combat shotgun when he dies, and another atomic health in the closet.



7. Head for the subway entrance outside, and kill the Pig Cops loitering below to get the subway security key. Use it on the red button below to enter the subway.

SUBWAY PLATFORM

The subway platform is abandoned—or so it seems. You'll need to start the derelict train before you can continue, but once you start exploring, you won't be feeling so lonely.



1. Jump down onto the tracks and head past the glass control room on your left (you can't shoot the Pig Cop in there yet). Blast the two Troopers ahead, then jump onto the platform on your right and kick open the doors. Shoot the Pig Cops inside, then push the button below the lightning bolt on the wall to turn on the power.



2. The door to the glass control room is open, now, so head inside and take out the Pig Cop. Push the red button on the console to start the train. It will crash into the wall nearby, leaving an opening behind it for you to explore.



3. Take out the Pig Cops on the tracks. Your fire opens an entrance on your left—if not, make one. Wipe out the Troopers in the hall to your left. Be sure to grab the **Transport Room ID** one of the Troopers drops—you'll need it later.

Note

The Transport Room is on your left as you enter the hall, and you could enter it now—good luck using it, though. Duke needs to find three crystals to activate the transporter. Unless you're just curious, don't bother entering the room yet.

RED CRYSTAL

The first of the three crystals you need to collect to fire up the transporter is located down the first corridor on your right, and Duke will have to do some fast shooting to reach it.



1. Follow the corridor across from the Transport Room and take the first right once you're inside. A Trooper is waiting for you, so be alert. The corridor opens onto a large room with two chain-supported walkways and a pool of water below.



3. At the top, jump to the platform that holds the crystal and grab the **red crystal**, then jump back across to the platform near the corridor. Head back down the corridor and open fire on the Troopers blocking your way. Take a right as you leave this short corridor.

Time to Kill

Part II.



2. Drop the Troopers guarding the room, including the one on the platform below you, then dive into the water. Swim up to the platform with chains on either side, and climb onto it. Duke can climb the chains, so start climbing.

BLUE CRYSTAL

The next crystal is a bit harder to reach, but careful footwork pays off in this section of the subway.



1. Follow the hall until it opens onto a large room with ducts above you. Get the **night vision goggles** on your right, then walk to the other end of the ledge you're on. Jump down to the small platform below the passage you can see in the left wall.



2. Climb up (once you've taken care of the Pig Cops and Troopers ahead) into the passage, and turn on your night vision goggles. Follow the corridor straight ahead when it branches, and keep going until you reach a ladder above you—this leads to a **secret area** that contains some **RPG ammo**. As you reach the top of the ladder, look left and shoot the grate in the wall to find another **secret area** that contains a surprise, which will allow you to reach Bonus Level 1. Climb up and get the **ammo**.



3. From the secret area, drop down into the room full of crates and open fire on the room full of aliens waiting for you. Ignore the blocked, red-lit passage for now—it's the other branch of that corridor that led you to the **secret area**.



4. Enter the watery corridor and kick open the doors at the end. Keep going, and when you reach a room with walkways over it, kill the Troopers blocking your way and take the walkway to the right.



5. In the room beyond the walkway, there's a machine gun turret that will open fire on you as you approach. Rush it with guns blazing—a solid shotgun blast will take it out. Swim over and **turn the valve on the platform** to fill the tanks with water. Return to the walkways.



There's an **ammo stash** on the back side of the platform—jump down once the water has drained and get the **ammo** inside. Also, get the **portable medkit** located at the end of the narrow portion of the dry pool. Shoot the grate to get it.



6. Once you are in the chamber with the walkways, turn the valve located on your right to raise the water level in the chamber. This will allow you to swim into a passage below, located under the walkway.



7. At the end of a lengthy swim, the room with the **blue crystal** inside is guarded by a single Trooper. Blast it, get the crystal, and return to the walkway room. Climb onto the platform at the top of the long ladder to get out of the pool, and retrace your steps all the way back to the room with the crates.

GREEN CRYSTAL

You're almost there, Duke. One more crystal to go and you will be able to follow the alien's through time by using the Transport Room.



1. From the crate room, follow the red-lit corridor and take the first right once inside. Use your night vision goggles to find your way back to the chamber where you found them.



2. The ductwork above this chamber is worth exploring. To get to it, jump onto the ducts from the ledge below the passage you just came from. If you fall in the water, swim out then climb the platform in the center. You can reach the walkway on the side you started from once you are on top of it. From there, jump up to catch the grill-capped duct above you. Follow this plus-shaped duct around—jumping carefully—to find an **atomic health**.



3. Use the same duct to reach a cache of goodies. Once you are on top of the grilled duct (having gotten there from the walkway directly below), face away from the center of the "plus" symbol and jump to catch the duct across from you. Use it to jump into the small alcove in the corner, which contains a **secret area** with **pipe bombs**, an **RPG**, and a **portable medkit** inside.



4. Tired of duct-hopping? To get across the walkway easily, climb back on top of the same grill-capped duct, and jump across the air ducts until you reach the other side.



5. As you follow this corridor, beware of the machine gun turret just beyond the large crate ahead. Stay to the sides of the passage as you try to take it out—the deep water in the center will slow Duke down, making it tough to survive long enough to destroy the turret.



6. Beyond the machine gun turret is the **green crystal** room. Swim across the pool and get the crystal, then dive into the pool to retrieve some **health** if you need it, then follow the corridor back the way you came. When you reach the area where the machine gun turret was, you'll see a new passage dead ahead. Follow it back to the crate room.

TRANSPORT ROOM

Now that Duke has all three crystals, it's time to see what the aliens are up to in the past. Making your way back to the Transport Room is definitely easier than it was collecting the crystals, but be on the lookout for lurking aliens.



1. From the crate room, jump up and follow the passage in the wall. It will lead you back to the Transport Room.



2. Place all three crystals in their holders—just stand in front of them and press the Use button (put your gun away first) to place them.



3. Once you're done, a transport field will appear in the center of the room. Enter to time travel to the old west—which is now overrun by the aliens.

BONUS

Challenge Stage 1

The first challenge, or bonus level you can access is reached by finding the surprise in the first level. The goal of this challenge is simple—kill all the aliens and escape through the time portal before your time runs out. Your prize for completing this challenge is a Super Eagle—a souped-up version of Duke's Desert Eagle that fires twice as fast, and will be yours for the rest of the game if you succeed.

STAYING ALIVE



1. Duke is surrounded by aliens as you enter the level, so don't stand still. You have the **Super Eagle** in your hand—run around the room firing at all the aliens until the first room is clear. Pig Cops are in the upper room, with Draks lurking below.

The Environs

Enemies: Pig Cops, Draks

Weapons: None

Secrets: None

Bonus: Super Eagle is yours if the challenge is completed



2. Although you have decent firepower, Duke still can't take too much of a pounding before going down. With no health in sight, duck behind anything handy to avoid a high-lead diet. Once you have cleared out both the upstairs and downstairs areas, make one more pass through the level to be sure you didn't miss any aliens, then step into the time portal to claim your prize.



You have plenty of time to complete the challenge, as long as you can keep Duke alive.



LEVEL 2

Duke Hill

The Old West will never be the same, at least, not as long as those ornery aliens have anything to do with it. Seems they've taken an interest in the local gold supply and it's up to Duke to find out why. Strap on your six-shooter, Duke. There's only room for one Sheriff in this town.

CHURCH/GRAVEYARD

The graveyard is a busy place in this little town. Be sure and step into the church to pay your respects before you send a few more Pig Cops back here for good. Explore carefully, or Duke will wind up on Boot Hill as well.



1. Get the drop on the Pig Cops headed your way from the street ahead, then shoot the hanged man (or the rope he's hanging from) to drop him through the scaffold's trap door.

THE ENVIRONS

Enemies: Pig Cops, Draks, Octabrain

Weapons: Gatling Gun, Combat Shotgun, Flame Thrower, Buffalo Rifle, Dynamite

Secrets: 7



2. Climb the scaffold and jump through the trapdoor to find a **secret area** with a **Gatling gun** and other goodies inside. Use the lantern switch to open the cell door, then climb up and out of the grave.



3. Enter the church and stand directly in front of the cross on the wall. Turn right and look up. Jump and grab the ladder to reach a **secret area** above with some **dynamite**, a **portable medkit**, and **ammo** hidden in some crates. Jump down and return to the street.

MAIN STREET

The streets of this small town are infested with aliens, and they don't take kindly to strangers. Make your way to the Livery, General Store, Saloon, and other hotspots, and root out the Pig Cops and Draks that are waiting to bushwhack Duke.



1. Gun down the Pig Cops in the street ahead (the Gatling gun should do the trick nicely). Ignore the bank for now; continue down the left sidewalk until you reach the Livery.



2. Inside the Livery, on the wall of the last stall, is a **lantern switch**. Look right before you trigger it—some Draks are waiting to ambush you. Once you've ventilated them, activate the switch to take an elevator down. Climb the ladder ahead to reach a **secret area** with a flame thrower, fuel, atomic health, and rifle ammo. Drop down into the alley and enter the building immediately on your left.



3. Drop the Draks in this area, then climb onto the ledge to find a **buffalo rifle**. Follow the ledge outside and shoot the Pig Cops in the courtyard. Drop down, and head for the door across from the Bank.



4. Inside, shoot the Pig Cops, then search the barrels for some **Gatling gun ammo** and **health**. Push the wall behind the register to find a **secret area**. Kill the Pig Cop inside, get the **buffalo rifle** on the wall, and talk to the lady before you push the **lantern switch** and enter the room beyond.



5. Shoot the dark square in the ceiling to reveal a ladder above. Climb up to find another **secret area**, then shoot out the window and step out onto the ledge outside.



6. Use your height advantage to mow down the crowd of Pig Cops in the street and Saloon door, then enter the Saloon. Don't shoot the dancers as you explore. In the next room, you'll find some **health** inside the barrels. Grab it and head for the street again.



2. Dive into the water below, and swim to your left. Keep your weapon ready to handle the Brains swimming down here. Surface at the first open area and climb out to find a secret area with atomic health, Gatling gun ammo, and an **old note**.

UNDERGROUND/WELL

The water supply is a bit suspect here, but a trip through the underground cistern is well worth the effort.



1. Turn right as you leave the Saloon, then right again. Blast the Pig Cops and the outhouse, which will explode and reveal a hole in the ground. Jump into the hole once all the Pig Cops are history.

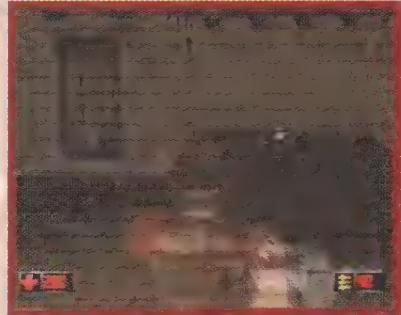


3. Swim to the end of the tunnel, grab the **portable medkit**, then climb the ladder. You'll climb out of the well—comforting to know that the town water supply is connected to the latrine, isn't it?



4. Heads up! There are several Pig Cops on the ledge above you as you exit the well. Pick them off, using the ledge for cover.

Duke
Hi



5. Push the crate under the overhang, then climb up to find a **secret area** in the corner that holds an **RPG**. Jump down and follow the street on your left.

GARRISON

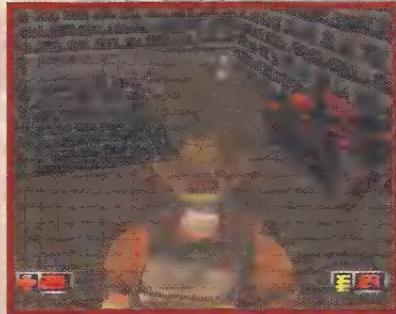
The entrance to the mines is inside the Garrison, but it's heavily fortified. Duke's got to get inside, but to do that he'll need the skeleton key inside the Bank Vault first.



1. Use the RPG to blast the two turrets outside the Garrison. You only have a few shots, so make them count. If you run out before you get the job done, use dynamite.



2. Shoot the two **Pig Cops** that come from the cellar ahead, then walk downstairs. Grab the **night vision goggles** from the wall, then push the shelves to open a secret door.



3. Use your **night vision goggles** to see in the darkness, and climb the ladder to the cell above. Get the **torn paper** in the cell. You're done here for now—jump/climb back down and head for the street outside the Garrison.



4. You should have two of the three pieces of paper you need to open the vault in the Bank. The other is inside the Bank itself, so head for the Bank.

INSIDE THE GARRISON

The Garrison is crawling with aliens; make good use of your dynamite to blast a path to the mine entrance.



5. Waste the two Pig Cops inside the Bank, then get the **scrap of paper** near the vault. Now turn and use the combination dial on the vault. Inside the vault, get the **skeleton key**, then spin and deposit some lead in the two Pig Cops behind you.



6. Return to the Garrison—the best way back to the Garrison is to turn right from the Bank, and head for the end of the street near the graveyard. Climb onto the ledge near the stone wall. You can then climb up onto the stone wall, and drop down right in front of the Garrison. This will allow you to avoid hostile fire as you make your way back to the Garrison.

1. Open the front door and toss a stick of dynamite inside to take care of the Pig Cops standing guard just beyond the door. Veer right as you enter, and drop another stick of dynamite near the cracked wall on your left, then clear the area.



2. Enter the cell and get the **atomic health**. You'll have to exit through the hole you just blew in the wall, since the cell door slams shut as you get the health.



3. Follow the corridor around to your right and toss some dynamite around the corner until you don't hear any more Pig Cops squealing (or squishing). Keep going—watch for any surviving Brains in the cells.



4. Upstairs, grab the Gatling gun from the landing and follow the corridor around to your right, taking down Pig Cops as you go. Blast the Brains in the cells, then use the switch near the stairs to open the cell doors so you can grab the portable medkit inside the second cell.



5. Follow the hall around to your right, taking down the Pigs ahead. Use the lift at the end of the corridor to exit to the Mines below.



LEVEL 3

Miner '69er

With the town clear of aliens, Duke's gone underground to get a closer look at their gold-stealing operation. By stealing the gold underground, the aliens have created a ghost town where LA should one day stand. No way Duke can let that fly. The mines beneath the town are crawling with aliens, as well as other hazards such as poisonous gas. If Duke can manage to dig up a clue to the alien operation, he might be able to set the future straight.

MINE ENTRANCE

The mines have been stripped bare by the alien thieves, which is the reason this town is deserted. Keep a sharp eye out for Brains as you explore the tunnels here, and use your sidestep buttons to look around corners before you enter with guns blazing.



1. From the entrance, you'll see what appears to be a pool of slimy, green water. Appearances can be deceiving—that pool is actually hazardous gas, and the floor of the tunnel is beneath it.

The Environs

Enemies: Pigs, Suicide Pigs, Draks, Brains

Weapons: Gatling Gun, Combat Shotgun, Flame Thrower, Buffalo Rifle, Dynamite

Secrets: 6



2. Snag the biomask and deflate the Brains floating in the gas below before jumping in. Be sure you turn the biomask on first, or Duke will die a quick and smelly death.



3. Work your way around the corner, and fight off the Brains lurking behind the columns. Keep going and walk up the hill to reach the next area.

Miner '69er

JUNCTION/TUNNELS

This junction of three tunnels isn't all that busy, but it does yield some interesting things for Duke's backpack. And, he will be returning here a few more times before he leaves the mines.



1. Drop down to the ground beneath the platform ahead, and look beneath the platform to find an **RPG**. Use the ladder to climb back up to the level of the platform you entered on.



2. Once you're back upstairs, draw a bead on the crate on the landing and shoot it to find some **dynamite**. Also, be sure to grab the **biomask** and **portable medkit** nearby.



3. Climb the ladder—it's near the landing that had the biomask on it—to reach the upper level of the structure. Climb the two platforms to get a **buffalo rifle**, and some **rifle ammo** as well.



4. Back on the level of the platforms you entered the room on, follow the dimly-lighted tunnel, blasting the Draks you see ahead. At the end of the tunnel, shoot the crates on your right, then move to stand where they were. Now shoot the TNT barrels ahead to wipe out some Draks and clear the way. Keep an eye out for Suicide Pigs—shooting them is hazardous to your health.



5. The gate ahead is locked—follow the tunnel around to the right and you'll find a **switch on the wall** that will unlock it. Get the **ammo** and **health** in the barrels nearby, then return to the tunnel near the now open gate.

DRILLING FOR DOLLARS

All these tunnels weren't dug by hand. Watch out for the massive drills that did the job—there are several throughout this section of the mines.



6. Follow the tunnel to a shootout with some Pigs—use the corners for cover until you can finish them off. Ahead, you'll find a **switch**, a **skeleton key** hanging on a peg, some **dynamite**, a **Gatling gun**, and **Gatling gun ammo** in the crates nearby. Get the key and push the switch. Follow the tunnel back out, and you'll be near the mine entrance.



7. Turn left, and you'll see a pool of water ahead. Kill the Pig on the ledge above, then dive in to find a **secret area** with **atomic health** inside. Don't bother with the switch—you've already explored the area it reveals.



1. Return to the multi-tiered platform at the tunnel intersection. This time, approach the locked gate on your right and **push the lock** to use your skeleton key to open the gate.



2. The next tunnel you come to is a trap—a huge drill will come from the end of the tunnel. To avoid it, run towards the boarded-up end, and step into the small Duke-sized alcove on your right just before the drill arrives.



Miner'sager



5. Follow the tunnel once you've crossed the pool; take out the Pigs who ambush you from the right and keep going. When you come to another drill that tries to dice you into tiny Dukelets, step into a side passage.



3. There's a secret area above the tunnel the drill passes through. Look up and you'll see a ladder hanging in a hole in the ceiling. Jump and climb up to find a flame thrower and fuel.



4. Continue down the tunnel and kill the Brains ahead. Jump across the pillars to reach the other side of the pool. If you fall in, there's a ladder that will bring you out.



6. In the hall with the drill, turning left (as Duke faces away from the drill) and shooting the dead-end wall will blow open the wall, and put you back near the pillars in the pool. Instead of going that way, turn right and you'll come to a room with an ore car and ramps leading down.



7. Break out your dynamite or RPG and blast the planks at the end of the short track to score some atomic health. Next, climb the mesh wall at the bottom of the ramps to find a secret area with night vision goggles and Gatling gun ammo inside. Drop down and follow the tunnel around the corner.



UNDER THE DRILL/CAVERN

The mines sit above an ancient cavern that Duke must explore to continue. If you play your cards right, Duke should be able to breeze through with no sweat.



1. Put on your night vision goggles and continue around the room with the massive drill churning away inside. Carefully jump into the room, hugging a wall to avoid the drill.



2. Wait for the blades to pass, then drop down into the hole on the far side of the chamber. When you reach the bottom, look behind you—use your night vision goggles to spot the **secret area** with a jetpack inside.



3. Ahead, you'll come to a large open cavern, complete with Draks guarding the ledges above. Take them out, then drop down to the lowest level of the cavern. Dive into the water and follow the passage to a **secret area** that contains a portable medkit.



4. Use your jetpack to fly up to the highest point in the cavern. You should spot an **RPG** on a ledge along one wall. Get it, blast the Draks waiting above, then collect the **RPG** ammo, dynamite, Gatling gun ammo, and pistol ammo on the small ledge near the stone bridge.



Note

Jetpack flight is a bit tricky. Use short bursts and propel Duke forward between them. Otherwise, he will shoot up to the ceiling, and you'll waste valuable fuel.



5. Fly up to the small alcove above the end of the chamber. This is a **secret area**, where you'll find this level's surprise—it will enable you to go to the next challenge level.



6. Avoid the crushing stones in the passage ahead—don't stop between them for long, or the floor will drop away—then grab the **green crystal** from its holder. When you do, several Pigs will appear. Waste them, then drop down into the hole in the floor behind the crystal.



7. Push the **green switch** on the drill ahead, and your green crystal will activate it, causing it to move forward, crushing all the Draks ahead as well as opening a hole in the wall. Follow the drill through the wall.

Tip

The bats in this chamber are tough—take them out quickly. If you get knocked into the water, use the small ledge and ladder to get back onto the tracks. Also, don't bother with the large chamber behind you or the one beyond it—it's full of Brains and not much else.



4. Just past the drill ahead is the exit from this section of the mines. **Push the switch** to open the door, and walk into the passage to continue.

BONUS

Challenge Stage 2

The stakes are higher in this challenge level—complete it, and you get to keep a super shotgun, capable of blasting aliens into pieces before they even know what hit 'em.

MINE ENTRANCE

For once, time is on your side. This challenge level isn't as difficult as the first one. Concentrate on staying alive, and you should have plenty of time to take out the aliens and win the prize.



1. Think fast—Duke is surrounded by aliens as you enter the level, so don't stand still. You have the super shotgun in your hand, so use it to take out multiple Draks at once.

The Environs

Enemies: Draks

Weapons: Super Shotgun

Secrets: None

Bonus: Super Shotgun if challenge completed.



2. Search alcoves carefully—there are Draks in every alcove, so don't turn your back on one as you clear out another. Use your sidestep buttons and slide by each one, firing as you go.

Note

Don't rush it! You have plenty of time to complete this challenge; make careful sweeps of all areas and use the cover provided to keep Duke alive. The super shotgun is well worth the effort!



LEVEL 4

Gold and Guns

Deep within the mines, the alien plan has become clear. They are converting the gold found in the mine into lead, making it worthless and highly unlikely that LA will ever come to be built at this site. Duke has to stop them, and deactivate the gold conversion guns to save himself, as well as the rest of LA.

UNDERGROUND RAILROAD

Duke needs to find and deactivate three gold conversion guns and a key in order to activate the elevator and shut down the alien gold transmutation operation. In this first segment, follow the tracks to find the first gun.



1. Open fire on the Pigs in the tunnel ahead, then walk past the wrecked gun and into the next room. Once you've blasted the Pigs there, follow the passage that leads from the room—you can't activate the elevator yet.

The Environs

Enemies: Pigs, Draks

Weapons: Gatling Gun, Combat Shotgun, Flame Thrower, Buffalo Rifle, Dynamite

Secrets: 3



2. Turn right on the tracks and get the **Gatling gun** and **ammo** in the crate ahead.



3. Turn around and walk down the tracks, killing any Draks that attack. Near the end of the tracks, there's an alcove on your left that is a **secret area** with a **buffalo rifle**, **rifle ammo**, and **Gatling gun** **ammo** inside.

gold and guns



4. Turn left as you leave the secret area. You'll come to a room with an active gun inside—move fast here. Take a sharp right as you enter the room and turn off the gun by pushing the **green switch** on the wall. Now, finish off the Pigs in the chamber.



5. Follow the passage. It will lead you across some tracks over a watery chamber. Dive into the water on the right side and swim into the opening in the wall below. This will lead you to a **secret area** with some **atomic health** inside. Climb the ladder to reach the tracks again. Baby dragons inhabit the area, so get across fast. You can avoid their attacks by jumping as they make a pass at you.



6. Shoot the TNT barrels when you reach the dead end to blast a passage back to the room you started in. Notice that there are now two green gun images near the elevator instead of just one. Return to the tracks overlooking the lava.

TUNNEL TREK

The next gun is at the end of a long exploration—plenty of aliens are in Duke's way, so use everything you've got to make it through.



1. Cross the tracks on one of the bridges and walk to your right. As you drop down into the tunnel ahead, get the **RPG** just beyond the ledge. You can't accomplish anything else down this tunnel just yet, but you'll be back later. Climb back up and head down the tracks the other way.



2. Enter the second opening on your right. Jump into the water, and follow the passage behind you. It will lead you to a room with **ammo caches** in the corners. Once you are done here, swim back to where you dove into the water and climb out.



3. If you're not on the ledge overlooking the large open room, jump across to get there. Use your RPG on the Draks holed up on the left side of the room, then take out the baby dragon belching flames at you.



4. Jump up and grab the small platform above you. Draw your pistol and aim at the **red switch** across the chasm. Shoot it to start the pulleys, and send Duke across the room. Drop off when you reach the other side.



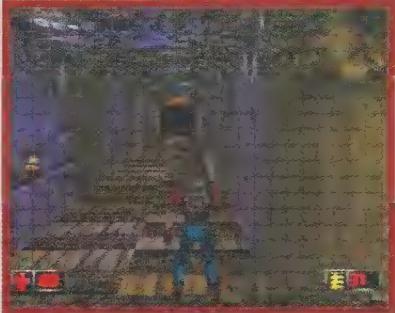
5. There is a gun Duke needs to deactivate in the chamber around the corner. As you enter it, take a sharp left to hide behind the columns. Continue to your left—as you enter the area behind the gun, look right. The switch that turns it off is inches away. Push it to deactivate the gun. Hang from the tram and **shoot the switch** to cross the large chamber again.

THE FINAL GUN

The last gold conversion gun Duke has to deactivate is all that stands between him and home sweet home. Don't get reckless at this point—you're almost done!



1. Dive into the water ahead again, but this time turn left. Climb out of the water and fight your way through the room to the tunnel ahead. When you come to a branch, follow the left-hand tunnel.



2. When you reach a pillar-filled room, veer right to find the exit from the room. Enter the purplish corridor from the next room and follow the passage straight ahead, until it turns right and leads you to an open room with lava below.



3. The final gun is here. Before you run into the room, snipe at the two baby dragons flying around to make sure they don't fry you. To get to the gun, jump to the ledge directly across from you as you enter, then walk around behind the column between you and the gun. Make a fast run and jump behind the gun, and deactivate it before it draws a bead on you.



4. Retrace your steps down the corridor that brought you here. As you near the end of it, you'll see some **atomic health** on a ledge ahead. Grab it, then head back to the tracks near the start.



5. Turn left as you reach the lava trench (the one with the tracks along the opposite wall). Follow the passage, and drop down where you got the RPG earlier. The passage leads to a **secret area** with a familiar looking Delorean up on blocks. There's also some **atomic health**, and a large **ammo cache** behind the crates in the corner.



6. Head for the elevator near the start, and press the **green button** on it to open the doors and allow you to leave the old west in better shape than it was when you got here.

BOSS

The Reaper

The aliens aren't letting Duke out of the old west that easy—first, he'll have to face and destroy the Reaper, an alien killing machine with dual machine guns for arms.

HOW TO KILL THE REAPER

The Reaper isn't extremely difficult to kill, but he's more than a match for Duke. This alien monstrosity rolls around on dual tank treads, so use your speed to your advantage.



1. The Reaper starts out in the room above you, so use the outer area to your advantage. Put some distance between you before you enter the open area.

Tip

Use all your RPG ammo first, then switch to your Gatling gun to keep up a steady rate of fire. Another good technique is tossing dynamite over the outer wall once you've spotted the Reaper.

The Environs

Enemies: The Reaper

Weapons: None

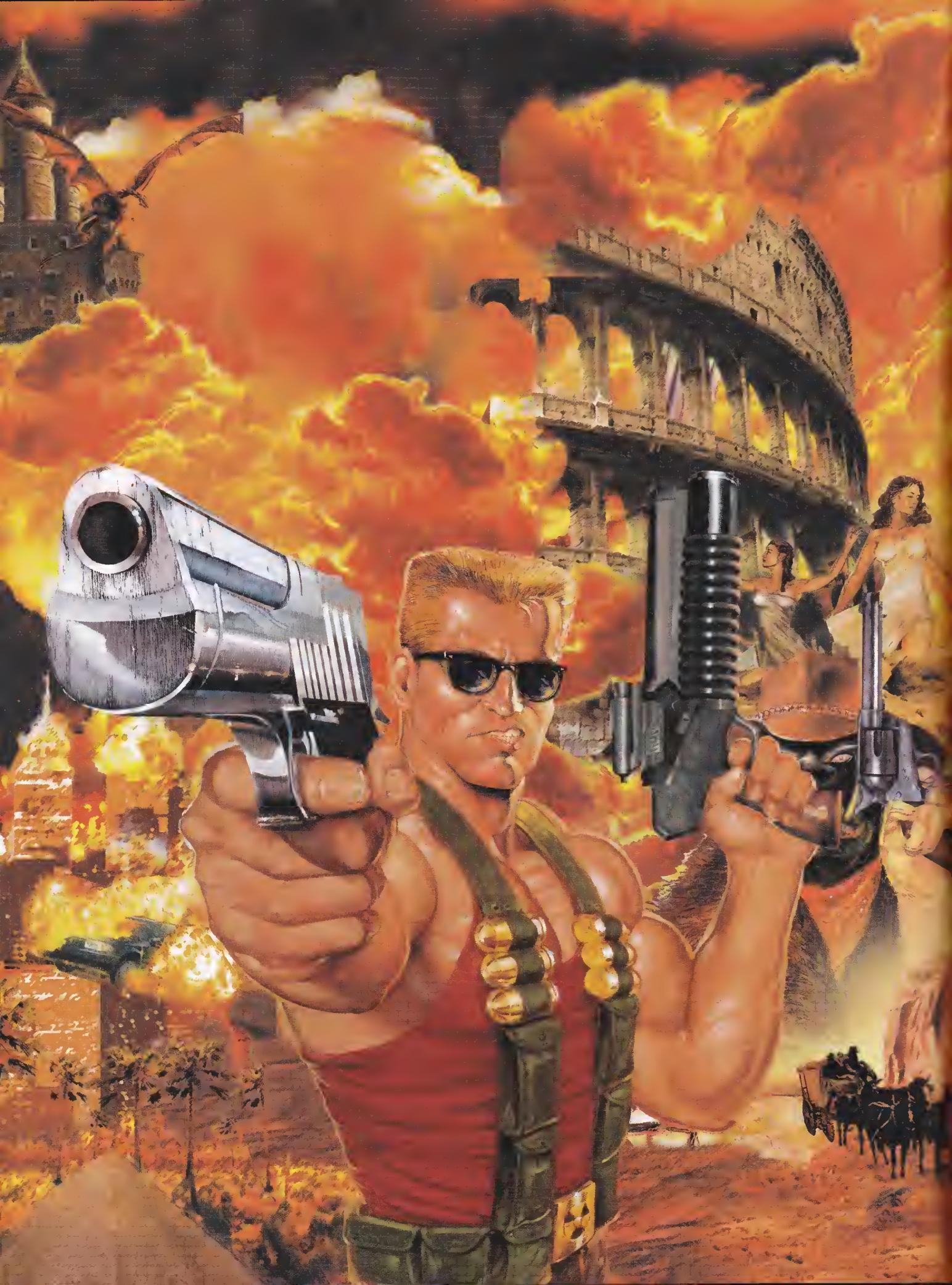
Secrets: None



2. You won't have much time to fly up to the ledges surrounding the arena, so stay on the move and try to stay behind the Reaper. If you're in position, even your pistol can take it out. If you manage to get the jetpack, fly up to the center platform and collect the goodies there.



The Reaper



LEVEL 5

Obey or Die

It was a good effort, but it seems that Duke's first trip to the past didn't get the job done. New LA is in shambles, and the aliens are still in control. They must have gone further back in time to try and rub Duke out of the picture. Find their time transport device, and send Duke back to set things right.

HOME COMING

Things have definitely changed in the present, but New LA is far from normal. The city has been trashed, and nothing is as it should be. The streets look familiar, but that's where any similarity between Duke's New LA and this one ends. Looks like cleaning up the Old West was just a start.



1. The streets are nearly deserted. As you turn the corner to the right, however, use the wrecked police cars for cover—there are two sentries prowling the area beyond them. Toss some pipe bombs over to take care of them.

The Environs

Enemies: Draks

Weapons: Gatling Gun, Combat Shotgun, Flame Thrower, Energy Weapon, RPG

Secrets: 3



2. Something is really rotten here—BootyLicious is no longer even called that, and the only chicks in the joint are two Pig-chicks in bikinis—that alone is enough to make Duke lose his lunch. Pushing the button behind the bar opens the secret door onstage, and lets Duke grab the combat shotgun and shells in the wardrobe.



Obey or Die



3. Walk around to the alley and enter the apartment at the top of the ladder. Seems the resistance movement had to vacate—not to worry. They left behind a **Gatling gun** and **ammo**, as well as a **warehouse key** in the wardrobe. There are also **pipe bombs** under the spot where the bed used to be.



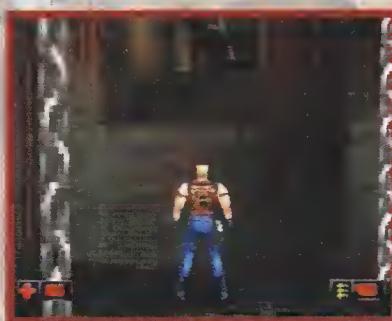
4. Use the key on the warehouse at the end of the street, and open fire on the Draks inside. When the smoke clears, step inside.

WAREHOUSE

Looks like the aliens are hard at work inside the warehouse. Expect a fight from here on out. There are no Pigs in the warehouse; Draks roam the halls, and Brains are limited to a few key areas. Stock up on pipe bombs—they'll help you clear out those fast-moving Draks before they know what hit 'em.



1. Blast the Draks in the hallway on your left, then head down that same hallway.



2. Take the first right and walk through the break room, then climb the ladder and confront the Drak ahead. Follow the hallway to where it dead ends and turns right. Keep following it, and it will become a suspended walkway over the room below. As you near the top, look for a ledge dead ahead—jump to it and pull yourself into the passage beyond it.



3. Kill the Drak ahead, then leap over the gap and get the **jetpack** in the next room. Fire up the jetpack and get the **pipe bombs** and **portable medkit** from the other alcoves, then drop to the bottom of the shaft where you'll find a **red crystal**. Take it, then fly back up to the top of the shaft. Return to the hall outside the break room.



4. There's a hole in the ceiling of the hallway that leads to a **secret area** with **pipe bombs** inside. You'll have to use your jetpack to reach it. You can leave this area by shooting the large grate at the end of the passage and dropping into the street outside.



5. Walk back inside the warehouse to the same hallway you were just in. The next room has three security camera panels, and a **green crystal** across from them. Get the crystal, and keep going down the hall and enter the restroom. Blast the occupied Drak in the stall then return to the hallway and the main warehouse area.



6. Climb the stairs to get the **pipe bombs** on the landing, then jump down and enter the red-lit hallway. In the open room beyond, climb onto the ledge near the round, red switch. **Push the red switch** and Duke will use the green crystal to start a conveyor belt and reveal a new area.

PRODUCTION AREA

It's not clear exactly what the aliens are producing, but chances are it isn't compatible with humans. Duke's got to put a stop to this operation in a hurry.



1. Drop some pipe bombs below to finish off the Draks firing upon you as you enter the room with the biohazard tanks in the center. Jump from the conveyor to the red hall on your right, then take the ladder up to the upper level.



2. Follow the walkway that hangs above the tanks, jumping from platform to platform, until you reach the hallway with the Draks in it. Shoot them all and proceed to the end of the hall to find a **secret area**. Head back to the biohazard tanks.



3. Dive into the tank with the Brains inside it, but before you do, drop several pipe bombs inside to get rid of them. Swim down to the bottom and follow the watery passage to a secret area with a new weapon—the energy weapon—energy ammo, pipe bombs, handgun ammo, armor, and shotgun shells.



4. Get out of the tank and drop down onto the conveyor belt that leads out of the room. The belt pushes Duke into a small room with three holes in the floor. Drop pipe bombs into the holes to clear out the Draks below, then drop down into the hole on your left.

BASEMENT

You're on the home stretch—the alien time portal is located behind a huge incinerator ahead, but there are only a few Draks left to fight. Watch your step, though. One wrong move and Duke will become a charcoal briquette.



1. Keep going down to the lowest level, and take out the Draks that try to stop you. When you come to a section of the hall with water in it, dive in.



2. You're in for a long swim. Use the square air pockets to catch a breather, and keep going. When you reach a large chamber with junk on the bottom, swim up onto the small ledge and climb out.



3. Climb the platforms and study the conveyor belt. Obviously, one slip here will lead to an extra-crispy Duke. Jump diagonally away from the incinerator flames, then again to the landing across from you. Pickup the surprise, then push the switch to open the door.



4. Before continuing, dive back into the water and swim back down the channel to where you originally dove in. Climb the ladders and head into the dump. Kill the Draks that attack, then shove the dumpster aside.



Shove the dumpster by standing next to it, pressing the X button, then moving forward once Duke crouches to push. One push should do the trick.

Obey or Die



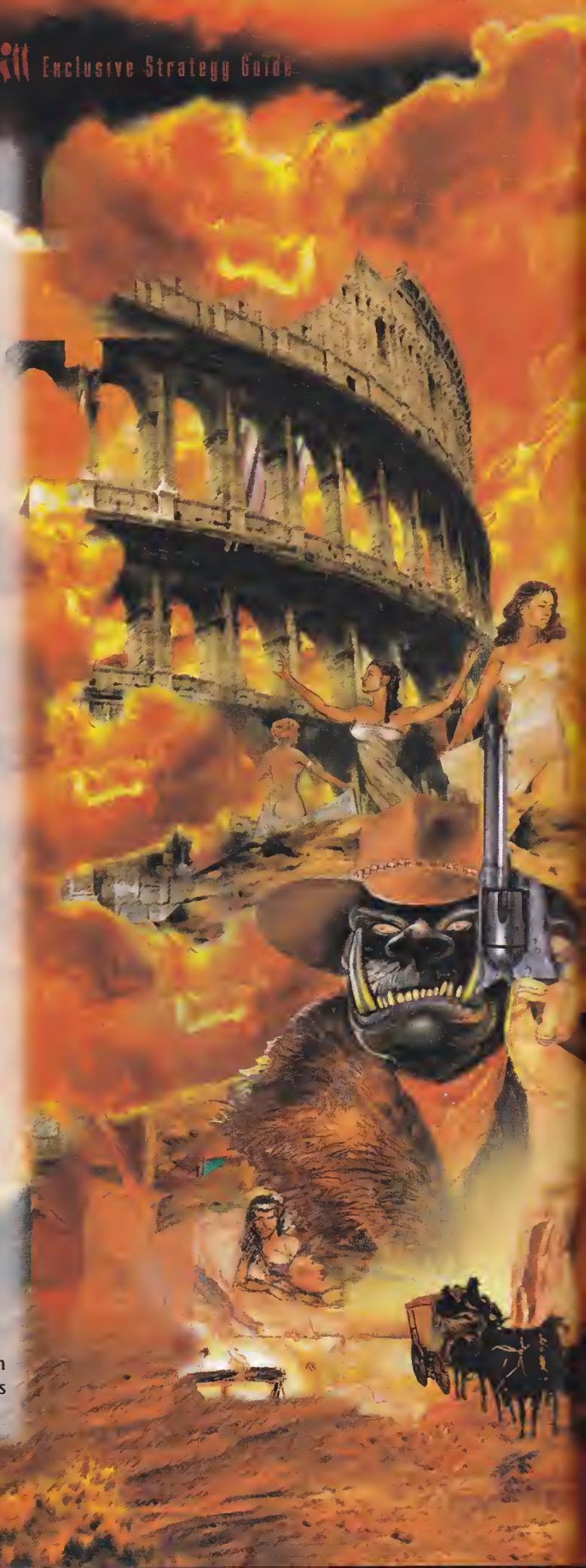
5. Drop down into the passage behind the dumpster, which leads to the blue crystal. Collect it and climb back out. You've got all the crystals now, so explore a bit further in the dump to find another hole to drop into. This will take you back to the incinerator.



6. The alien time portal device is behind the incinerator. Time your run-through so that you can stop in the spaces between bursts of flame. As soon as one flame dies, move on to the next until you reach the portal room.



7. Place all three crystals in their stands, then step into the time portal to go after the aliens once again.



BONUS

Challenge Stage 3

It's challenge time again. This time the stakes are a nifty Laser Gatling gun. A serious piece of hardware like that requires a tough challenge. This level is packed with Brains, so you may find yourself wishing you had more firepower, more time, or both.

HOW TO KEEP YOUR GUN

This challenge level is much like the others, but you face a tougher set of enemies than in the previous ones. Make good use of the pillars and other hiding places here—the Laser Gatling gun works well against the Brains, but watch out for their ranged attack.



1. Stay in your alcove to start with, and snipe at the floating Brains until you have killed all that you can see from there. Then slip out behind a column and continue the process.

The Environs

Enemies: Brains

Weapons: Laser Gatling Gun

Secrets: None

Bonus: Laser Gatling Gun if challenge completed



2. The halls on the sides of the chambers are good hiding places—the Brains are all floating in the main chambers.



3. The exit is located at the end opposite from your starting location. You reach it by using one of the two side passages that flank the central chambers.



LEVEL 6

Family Jewels

The Nukem family has a proud history of not taking crap from anyone. Duke's ancestor, Duke von Nukem, was no exception. The aliens have come back in time to wipe him out, making Duke obsolete. However, they don't stand a chance with two Nukem's in town.

UNDER VON NUKEM CASTLE

The first area you need to explore is beneath the castle, since the drawbridge is shut. Dive in and start exploring; there are Brains, Pigs, and Draks waiting for you to pay them a visit.



1. From your starting point, drop over either side of the ledge you're on and get the **Gatling gun** below you. Shoot the Brains that rise up to attack you, then dive into the moat.

The Environs

Enemies: Brains, Pigs, Draks

Weapons: Gatling Gun, Combat Shotgun, RPG, Crossbow

Secrets: 4



2. Swim around the left side of the castle, and collect the **RPG** and **RPG ammo** on the ledge to the left. Dive back in, and continue swimming beneath the castle walls.



3. From the water, shoot all the Pigs you can see as you near the landings ahead, then climb out to your left and get the **portable medkit** behind the pillar. Cross the moat and swim beneath the ledge to get some **atomic health**. Climb up out of the water then onto the ledge above.

Family Jewels



4. Take the left-hand passage and retrieve the **skeleton key** hanging on the wall. Return to the landing and follow the other passageway.



5. Look to your right as you reach the stairs and waste the Pig above you. **Push the Nukem symbol** on the wall at the bottom of the stairs two times to access a secret area above.



6. Climb the stairs and enter the blue room. A Pig is guarding one of the **family jewels** and a **holy hand grenade** on your right. Kill him then jump across to get the jewel. Drop through the hole in the floor to reach the moat again.



7. Swim to your left (around the moat in the direction you haven't been before) and fight off the Brains swimming ahead. Catch your breath near the ceiling ahead, then keep going. In the next chamber, climb out, kill the Pigs, and cross the stone bridge. **Push the lever on the wall** to lower the drawbridge.



8. Turn around and dive into the water to your left. Open fire on the Brains ahead, and climb out onto the rocky ledge on your left when you get outside.





9. Climb onto the stone block nearby, then jump across to get the **atomic health**. Walk along the ledge and enter through the opening in the wall to find a **secret area**. Push the **Nukem symbol** and the block will slide into the next room.

OUTER CASTLE

The outer courtyard of the castle is swarming with Draks. Use the buildings to avoid their fire, and make them pay for messing around in your family tree.



1. Inside the room you entered behind the Nukem block, there are several Pigs on guard duty. Wipe them out, then **push the Nukem block to the left**.



2. The outer courtyard of the castle has several small shops scattered throughout; kill off the Draks here and explore the entire courtyard, killing Draks and collecting the goodies they drop, then return to the front of the castle.



3. Shoot the Pig guards above, then climb up onto the battlements. There is one of the **family jewels** on top of the walls; get it, then drop down to ground level. Return to the secret room and enter the castle, or use the skeleton key to enter from the front.



4. If you enter through the secret room, push the other Nukem block to gain access to the castle itself. Be forewarned—this area is swarming with aliens. Snipe at them from safety, then enter when all is quiet.

family jewels

5. An immediate left will take you to the castle's front doors, which you can open with the skeleton key you found, although there's really no need to bother at this point.

INNER CASTLE

Your primary goal is to find the final family jewel. With a bit of luck and good reflexes, you should be able to recover it in no time. Just watch where you step—Duke doesn't bounce.



1. Straight ahead you'll see a large fireplace flanked by twin statues. Push the right-hand statue, and the fireplace will rotate to reveal a large secret area, loaded with an RPG and RPG ammo, a portable medkit, three suits of armor, shotgun shells, a Gatling gun and ammo, and a crossbow with a stack of bolts.



2. Load up with what you need then push the block with the Nukem symbol on it several times. You'll end up outside the castle on the ledge with some atomic health. Get it and return to the room with the fireplace.



3. Look to your right as you leave the secret room. Climb onto the platform atop the short flight of stairs, then climb up the chain to the ledge above. Look up and shoot the Brains high above before continuing. Jump to the next chain and climb higher. Look straight across, and jump to the ledge with the final chain on it.



4. Once you are on that platform, enter the bedroom. The final family jewel is on the bed. Collect it, then return to the platform you jumped from.

AUDIENCE HALL

Your quest is at an end—at least this portion of it is. Finish up in the audience hall, then get thee out o' here.



5. Jump from the top platform across the tower to the **portable medkit** opposite you. It's a long jump, but Duke will just be able to grab the edge and pull up to get it.



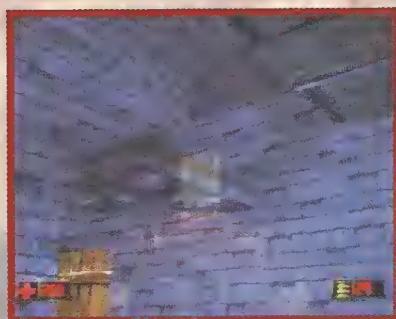
6. Jump down to the platform below and to your right, then follow the passage into the room ahead. Drop through the hole in the floor to reach the audience hall. Open fire on the Pigs on the beams you land on, then drop down to the floor below.



1. Kill off the Pigs in the audience hall, then approach the side of the large Nukem symbol nearest the locked door. Push it three times to place the family jewels inside. This will open the door to your right.

Note

If you want to unlock the other door, there's a key for it on the back side of one of the pillars holding the Nukem symbol. It leads back out to the hall near the fireplace.



2. Enter the open doorway and read the book. This will open the last set of doors. Just above this door as you enter is the final **secret area** of this level. A set of stairs will lower as you enter the room. Follow them to exit this level.

Family jewels



LEVEL 7

Resistance is Feudal

Unable to destroy Duke's ancestor by ordinary means, the aliens have resorted to unleashing a biological plague of Biblical proportions. Now, Duke's as big a pollution fan as anyone, but this is a bit much for his taste. Find the source of the plague and stop it before it stops Duke.

WHAT'S THAT SMELL?

The hardest part about this level is that you have to make it through with whatever weapons you have on you at the start. No easy feat, considering the horde of angry Draks between you and your objective. Conserve ammo as much as possible, and make every shot count. You will find some ammo along the way, but avoid firefights whenever possible—running may be a bit cowardly, but hey, Duke's already wearing a dress, so cut him some slack.

The Environs

Enemies: Draks, Baby Dragons

Weapons: Combat Shotgun (if dropped by Drak)

Secrets: None



1. Take out the Pigs in the first room, then jump into the lava to continue down the hall. Just past the guillotine room—where you'll notice a few cans of some biohazard material—is a long, narrow chamber with lava in the bottom. Before you enter it, stand outside the guillotine room and blast the barrels. Once the smoke clears, go inside and collect all the weapons and ammo. Don't forget the biomask on the wall near the doorway.

Resistance is Feudal



2. Walk carefully up to the edge, and dive into the water below. Swim to your left and up into the next chamber. Run quickly across the toxin-filled room and turn the valve to clear the air. If you need another biomask, there's one on the wall.

Tip

An alternate way to cross the lava is to jump up and go hand over hand across the mesh near the ceiling. This puts you out above the chamber in item 2, allowing you to grab the biomask before entering the poison room. However, if you fall off, you'll have to swim for it and brave the gas.



3. While the air is clear, run into the hallway to the left of the water pool (as you face the pool) and get the biomask on the wall ahead. Return to the toxin-filled room again, and continue into the passage across the room.



4. Make your way past the chaingun-wielding Draks until you come to a dead-end. Look up—a ladder above is your way out. Climb up to get out of the toxin-infested area.



5. Follow the passage out of the room. When you reach the barred door, don't step in front of it. Several Draks are imprisoned in cells beyond it. The safest way for you to make it through is to let them out, otherwise, you'll get caught in a crossfire trying to run through. Open the cell doors by pushing the switch until the indicator is all the way to the right. Behind one of them is a push-block that leads to a secret area. This passage drops you into the next room.



6. Take out the Draks, using the alcoves for cover as you advance. Once you're done with them, head through the next room and continue down the hall to get out of their range and cross the narrow bridge over the lava.



7. To get into the next area, you need to reach the ledges across the lava from your entry point and **push the switches** there. Jump from platform to platform to reach the ledges. You can also cross on the dried lava along the wall. Once you've activated both switches, a metal bridge will give you access to the next area.



Tip

Blast the Hellwings first before trying the jumps. Otherwise you'll get knocked into the lava by them, if they don't kill you outright.

BIO MASS REACTOR

Duke's goal is close, now. A few more twists and turns will bring you to the alien biomass reactor, and give Duke a chance to shut down their plague-spreading operation for good.



1. Follow the passage ahead until you reach a bridge over some more lava. Walk to the end of it, then back up to the right edge. Make sure you are as close to the rock wall as you can get, then drop off the bridge backwards. You will land on a ledge below. The surprise for this level is to your right.



2. Climb back up, and keep going until you reach a green, rocky chamber. Blast the Pigs inside, then approach the structure. There are two metal support girders on your right—climb either one. Climb past the first platform, and when you reach the next one turn around. You will see a ladder across from you. Make a running jump and catch it, then climb up.

Resilience is Fendall



3. On the next landing, jump up and keep climbing up the pipes until you reach the top. Kill the Pig on the landing at the top to make him cough up the first key you'll need. Climb back down to the landing from which you jumped to the ladder.



4. Jump across to the landing on the same level and use the key to lower a metal drawbridge. Jump down into the hall opened by the drawbridge (of course, if you originally jump to the ladder from this platform, you don't have to jump to get here).



5. The large chamber ahead is filled with toxic gas. Shoot the Pig standing guard, then make a running jump toward the valve on the left wall. Turn it to get rid of the gas, then retrieve the second key from the dead Pig.



6. Return to the drawbridge and cross to the other side. Use your second key to reveal a master valve that will get rid of all the gas in the reactor. Once the bio-plague is history, make the jump to the ladder again, and climb up to the new hallway beneath the upper landing.



7. Follow the hall through a banquet chamber, then into the next room. Enter the open doorway on your left to complete this level.

BONUS

Challenge Stage 4

It's time to bring out the big gun—the Incendiary RPG. This bad boy lights up any enemies unlucky enough to be nearby and burns them to a crisp. Be careful, though; Duke can't take too many close-up blasts from his own weapon before he goes down as well.

HOW TO SURVIVE... AGAIN!

Unlike the previous challenge levels, the aliens here tend to hide from you a bit more, so you'll have to go hunting for them. Just watch out for blind corners, and always watch your back.



1. Don't just blast away—you need to keep yourself alive, and a blast from this RPG in close quarters will rip Duke a new one in a hurry. The level is constructed of square rooms with diamond-shaped pillars in the center of the rooms. Because of this, you'll have to search for your prey.

The Environs

Enemies: Pigs

Weapons: Incendiary RPG

Secrets: None

Bonus: Incendiary RPG if challenge completed



2. There is health located at the center of the lower level, so work your way in that direction if Duke's taking a beating.



Challenge Stage 4

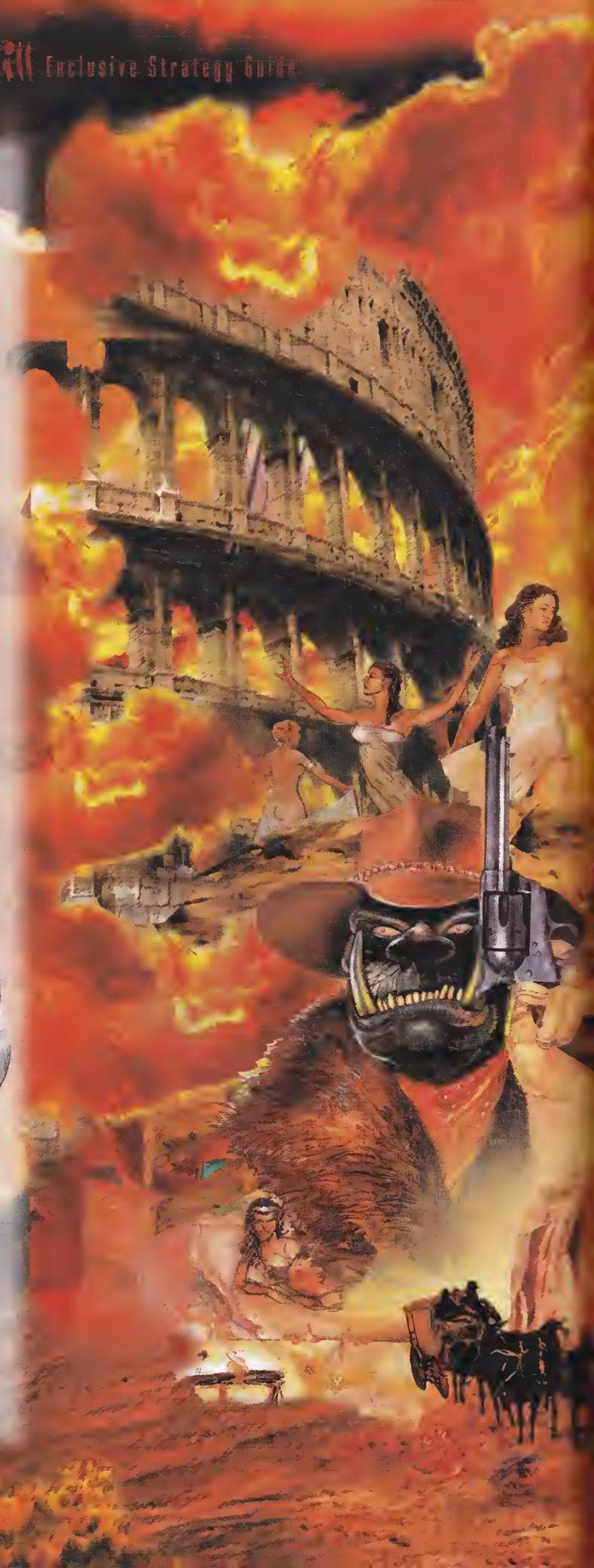


Note

There are aliens around every corner. Fire into halls before you arrive, because the blast will still splatter the aliens and Duke won't take damage from their fire, since they don't fire until they see you.



3. The exit is located on the opposite side of the level from the entrance. Once the enemies are dead, you can navigate the rooms between them with ease.



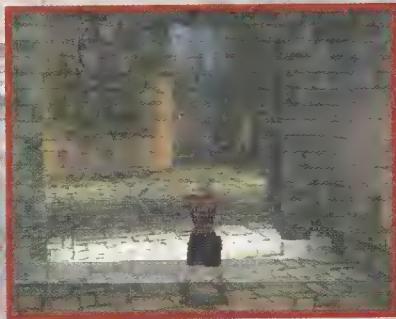
LEVEL 8

Holy Terror

As a last ditch effort to escape the wrath of Duke, the aliens have fled to Church Von Nukem. This is the last stand for the aliens, so expect them to pull some nasty tricks as Duke fights his way through to the sanctuary, where the exit lies.

CHURCH ENTRY

It's bad enough that those alien scum are defiling a church, but they've really got Duke's blood boiling, since the church belongs to Duke's ancestor. It's time for an inquisition, and Duke's gonna burn 'em all at the stake.



1. The area ahead with stone columns is full of Pigs. Stay back in the hallway, and pick them off before moving into the room.

The Environs

Enemies: Pigs, Draks

Weapons: Holy Hand Grenades, Flamethrower

Secrets: 3



2. Head for the right side of the room and enter the hallway with stained glass windows on both sides. The window on your right is darker than the others. Shoot it, and you'll find a secret area behind it with holy hand grenades inside. You'll also find some health behind another of the windows.



3. The first hall on your right contains a bath, with the monks' quarters above. Continue down the hall and enter the library on the left. Turn left inside the library to enter a large, book-lined room. Kill off the Pigs above, then push the red book along the long wall to open a passage behind the books.



4. Shoot the Draks in the passage, then dive into the water below. Swim down the tunnel, using the air pocket ahead to give Duke a breather. Keep going, and climb out of the water at the tunnel's end.



7. At the end of the passage, you'll find a Drak-guarded room with a pool in the center. Kill the Draks, then dive in and swim down the tunnel below. When you reach the end of the tunnel, climb out.



5. Follow the first left, and you'll come to a long pool. Kill the Drak guard, then dive in and swim down into the deep area to retrieve some **atomic health**. Return to the main passage and turn left.



6. Go through the two of the grates ahead, then turn right. The switch on the wall here opens the gate. This takes you back to your starting point, in case you missed something there. Turn around and continue down the watery passage.



8. Shoot the grate above, then climb up the ladder. Run into the alcove ahead, turn around, and pick off the horde of Pigs in the chamber you climbed into.





9. Approach the doors at the end of the chamber, and they will shut. More Pigs will appear, so take care of them, then look for the hall to the left of the doors.



10. Shoot all the large stained glass panels to reveal some **armor** and a **secret area**. Looks like Duke's found a playmate in here—once you're through messing around, shoot the stained glass behind the bed to find some **atomic health**. Kneel at the red kneeling bench is. This will rotate the cross. Return to the main hall and cross to the other side, where you'll find more stained glass hiding **health** and **armor**. Kneel at this bench to rotate this cross, and lower the **Nukem symbol** in the **main hall**. Jump down and retrieve the **Freezer** from the **secret area** below.



11. In the main hall, above the hole you climbed up through, there's a stone crossbeam. Climb onto it, then go up the ladder to the bell tower above. Kill off the Pigs ahead, then turn right as you reach the stained glass window.



12. Make the jump to the platform across from you to reach a chamber with a **flamethrower**, **fuel**, and a **jetpack** inside. Collect the goodies then jump back across.

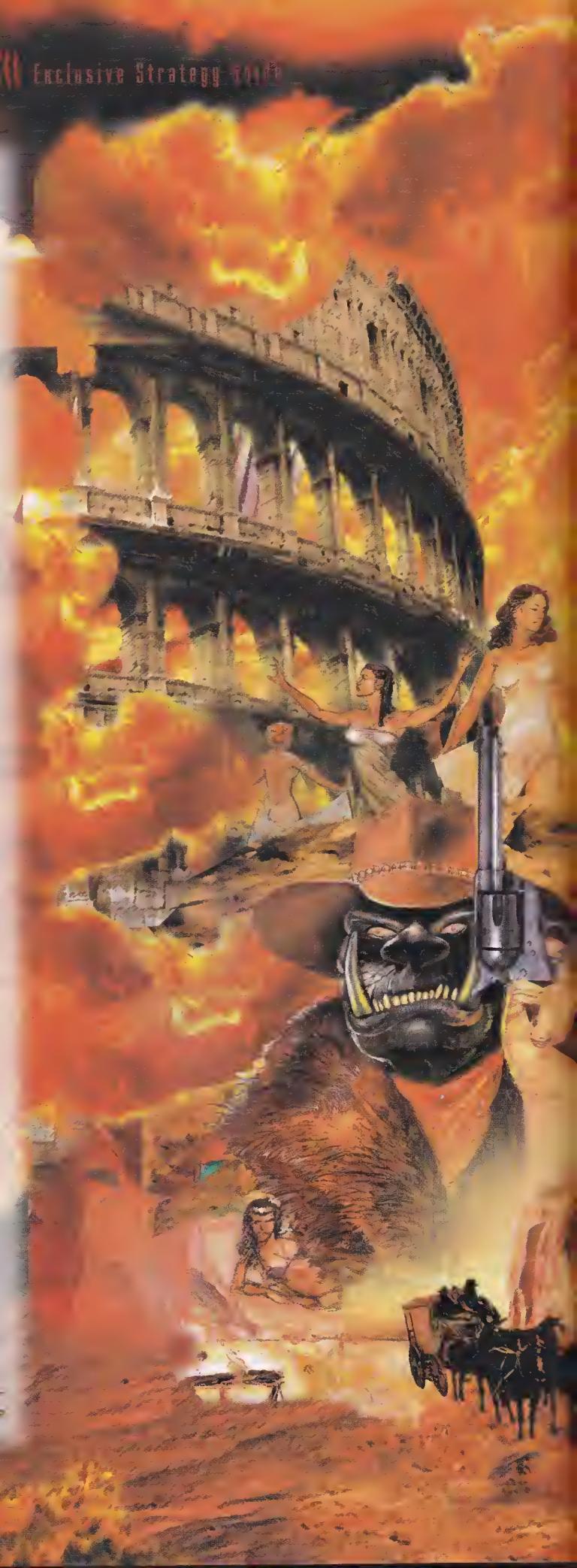




13. Shoot the stained glass window, then lob some holy hand grenades below to take out the Pigs waiting in the sanctuary. When all is quiet, jump down.



14. Shoot the stained glass behind the altar to find the exit. Step in to your showdown with the medieval boss—a dragon!



BOSS

Wing'ed Death

Duke's trip to the Middle Ages wouldn't be complete without a fight to the death against the dragon, Wing'ed Death. The aliens are betting that Duke won't survive the encounter, but if he can think fast and move even quicker, he might just make it back alive.

HOW TO KILL WING'ED DEATH

The dragon, Wing'ed Death, is the toughest enemy Duke has faced so far. Don't underestimate the power of the dragon's fiery breath—he's every bit as deadly as he looks.



1. You've got a few seconds before the dragon attacks, so use them wisely. Climb one of the ladders to the upper level, and run around to all four towers. Collect the **atomic health** and **ammo** in them, then snipe at the dragon from above as long as you can.

The Environs

Enemies: Wing'ed Death

Weapons: None

Secrets: None

Tip

Use all your RPG ammo first, then switch to your Gatling gun to keep up a steady rate of fire. It's going to take everything you've got to finish off this beast.



2. The two long pools of water have **health** in the bottom, but they have another benefit. As long as Duke is underwater, the dragon's breath can't harm him. Once you're done on the ledges above, dive into the water, collect some **health**, and shoot the dragon from underwater. As Duke's health runs low, swim to another **first aid kit** to recharge it and keep shooting until Wing'ed Death is dead.

Wing'ed Death



Level 9

Pig Factory

Once again, the aliens have outwitted Duke and gone back further in time to mess up the present. Enough is enough—this time Duke's going to finish the job. Make your way through the Pig Factory, and enter the time portal for the final time to put an end to the aliens' Duke-defying scheme.

Mean Streets

Once again, Duke starts just outside the nightclub. Immediately, he can tell that something is horribly wrong, since the former BootyLicious is now a male strip club called Danglers! Someone is gonna pay big time for this!



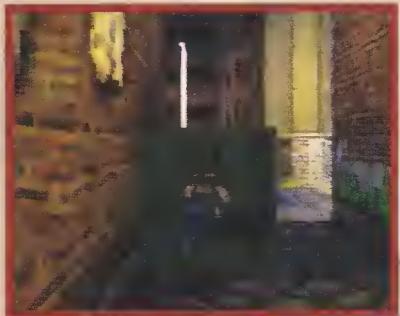
1. There are several changes to the streets this time around. The most noticeable one is that BootyLicious is now Danglers. Another difference is that a mobile incendiary RPG platform is patrolling the area. Duke has to keep moving while outside, or he'll go up in flames. Enter Danglers and **push the switch behind the bar** to open the secret area door that leads to the dressing room. Inside, shoot the turret and grab the **RPG** and **Gatling gun** **ammo** on the floor.

The Environs

Enemies: Pigs, Draks

Weapons: Gatling Gun, Pipe Bombs, RPG

Secrets: 4



2. Back outside, clear the streets of Pig Cops and head for the alley. Grab the **atomic health** behind the fence, then **push the dumpster** in the alley to find a **Gatling gun** behind it. Also, **shoot all the mail boxes**—there are pipe bombs inside each of them.

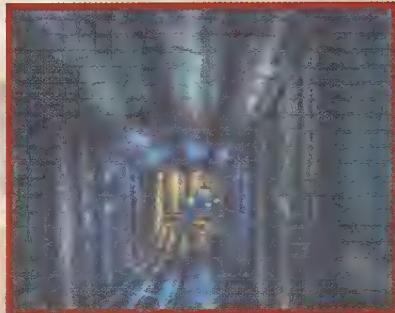


Caution!

The RPG launcher will track you down, so don't get caught standing around. If you are going to survive in the streets, you'll have to use your Gatling gun or pipe bombs to take it down.



3. Ignore the loft overhead. It's useless this time around, but be sure and get the **jetpack** on the ledge above it. Instead, head down into the old subway entrance. **Shoot the cracked wall panel** near the gate below to enter a **secret area**. Snag the **medkit** and **shells** in the tunnel, **shoot the grate** at the end, and drop down into the next area.



4. Follow the passage to your left, then dive into the pool ahead. **Swim down the tunnel** and take out the **Draks** ahead as you surface. Walk down the passage until you reach a large, open area.



5. **Dive into the water** covering the time portal below and collect the **red crystal**. Climb onto the platform to reach the ladder above.

LADDER



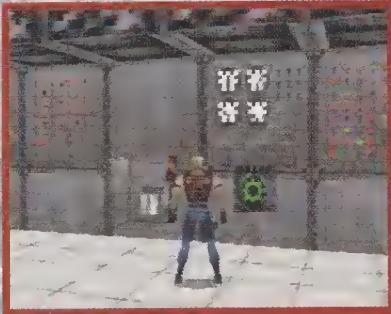
6. **Climb up two levels**, turn left, and then immediately right into the first opening. **Blast the gun turret** ahead, then enter the room and turn the valve.



7. As you leave the valve, enter the room on your right. **Swim into the far back corner** to retrieve the **Tank Room key**. Return to the valve room, then turn right along the ledge as you enter the open area above the time portal.



8. Use the Tank Room key on the door ahead on your right. Toss a pipe bomb around the corner to take care of the two Draks inside, then step around the corner. **Push the red switch on the wall.** This primes the time portal for use later.



9. Climb up one level using the ladder across from this room. Enter the dark hallway and take down the two Pig Cops inside. Walk up the left stairs and **insert the red crystal inside the red circle switch.** This opens the panel beside it and gives Duke the Valve Room key. Retrieve the red crystal and climb down one level. This should put you on the same level as the Tank Room.



10. Enter the opening near the Tank Room and turn left, then left again. Follow the passage to the locked door. Use the Valve Room key to open the door, swim across the room inside, and **turn the valve.**



11. The water level in the room will rise quickly; look above you for two grates. Behind one is some **atomic health**—grab that first to help you survive the swim ahead—then shoot the other grate. Swim inside and keep following the passage, shooting the grates that bar your way.



12. Blast the Draks in the storage room you surface in, then take the passage ahead and to your left. Kill the Pig Cops loitering in the vault, then push on the wall to reveal a **secret area** with **atomic health** inside. Leave the room and turn left to reach the area above the time portal.



13. The water covering the time portal has been drained away, but before you replace the red crystal and leave, head for the level just above the bottom of the chamber. Turn left as you reach the top of the ladder and enter the dark room ahead. In the back of the room are some **night vision goggles**. Put them on, then turn about 60 degrees to your left. You'll see a grate in the wall—shoot it to find a **secret Area** with **atomic health** inside. There's also a **jetpack** in the opposite corner.



14. Scour the area for goodies one more time, then look up at the ceiling high above the time portal. Shoot out the grate above, then use your jetpack to fly up and get the **surprise**—which enables you to enter the fifth challenge stage—in the room above. Return to the time portal, and jump in to make your exit to ancient Rome.

Bonus

Challenge Stage 5

This challenge stage is a bit different. There are no enemies to destroy this time, only harmless chickens going about their business. Duke's been given a high-temp flamethrower, and the intent is obvious—it's BBQ chicken time!

How to Keep Your Gun

Well, at least Duke doesn't have to worry about return fire here. However, this challenge is no picnic...ahem...at any rate, burn all the chickens to cinders before time runs out—you know the drill.



1. Duke's on a hunting trip this time. Chickens don't rush him the way aliens do, so you have to look behind every crate and on every ledge to find them all.

The Environs

Enemies: Chicken

Weapons: High Temp Flamethrower

Secrets: None

Bonus: High Temp Flamethrower if challenge completed



2. Don't bother aiming down at your feathered prey—the high-temp flamethrower will roast them as it passes over their heads if you're at the correct range.



3. The exit is located on the ledge above the final room. Be sure you've received the message that all chickens are dead before leaving the level, and your new toy will be yours for good.

Challenge Stage 5



LEVEL 10

Hog Heaven

It's the age of ancient wonders, and Duke finds himself in a Roman bathhouse when he arrives. Not the worst place to spend some time, if it weren't for those smelly pigs and their lizard buddies. Duke can kiss the ladies later—it's time to see Rome burn.

How Bazaar!

The open-air bazaar is crawling with aliens ready to greet Duke. Add some lead to their diets and fight your way to the entrance of the villa.



1. Visit the ladies in the bath where Duke starts, then leave the room and take out the Pigs in the courtyard. Watch out for ambushing Pigs on both sides.

The Environs

Enemies: Pigs, Draks

Weapons: Gatling gun

Secrets: 3



2. Enter the next courtyard, and walk to your right to find a Gatling gun against the back wall. Continue back around the courtyard and kill off the Pigs guarding the temple behind the large statue.



3. Inside the temple, shoot the pedestal on which the statue is sitting to reveal a lever beneath the statue. Push it to reveal a secret area behind the statue that contains medkits, throwing axes, and a freezer gun.

HOG HEAVEN

DOMINUS

The villa around the corner is your next stop. Inside, you'll find some bathing beauties, but the main attraction is the two keyholes in the baths. Find the keys to them to continue to the next area.



1. Fight your way through the rest of the market, taking down the Pigs who ambush you. Enter the doors to the villa, then turn right as soon as you can. Inside this large room, there's a push block in the wall that reveals another secret area.



2. Go back into the hall and enter the room at the bottom of the stairs. Make your way through the flame corridor beyond by stopping in the gaps between flames.



3. Grab the skeleton key from the room beyond the flames, then re-navigate the flame corridor to return to the room at the top of the stairs. Enter the baths and take out the Pigs inside, then use your key on the left lock on the wall. This opens a grate in the pool behind you. Dive in and follow the passage below into the next chamber.



4. Turn left when you emerge and cross the flaming bridge to reach another skeleton key. Retrace your steps carefully and then return to the baths. Use the key on the right lock on the wall to open the grate in the other pool.



5. Dive in and follow the right-hand passage. When you reach the next room, drop into the water below then climb out and follow the passages until you reach a ladder. Climb up to reach the room above.



Note

The third secret of this level is found by using your jetpack to fly across to the ledge before you drop into the water and follow the passage to the ladder. Push the lever, then fly back the way you came. Swim down the passage and you'll see that a grate on your left is now open. Climb out to find the secret area.



6. Climb onto the ledge in the red room above, then dive into the water behind it. Swim down the right-hand passage, then climb out onto the ledge and blast the Draks guarding the exit. Enter the double doors to exit the level..



Note

The next level is a brutal one. Be sure you've collected all the health and ammo you can before leaving this one behind.



LEVEL 11

Let the Games Begin

Duke likes a good game as much as the next intergalactic hero, but he usually doesn't enjoy games that are this stacked against him. The aliens are getting desperate, so get ready—it's time to put on your game face, Duke.

PRE-GAME WARM-UP

The first portion of this level is clear of enemies, so spend some time looking around. Once Duke enters the coliseum, things will really start to heat up!



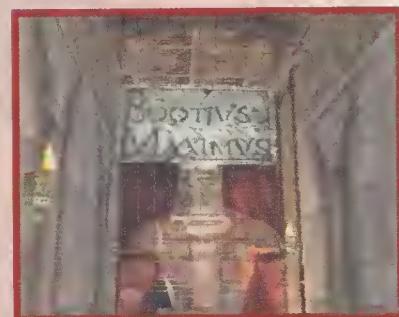
1. Check out the two rooms on either side of your entry for some extra **ammo** and a **weapons stash**. In the next courtyard, fight off the two Hellwings and climb on to the platform beneath the statue to get the **atomic health** above.

The Environs

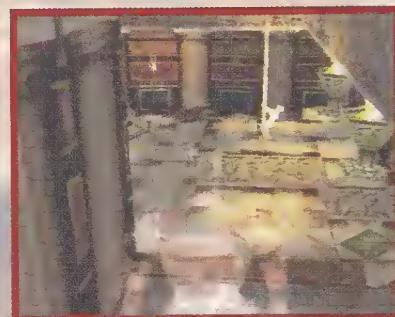
Enemies: Draks, Heavy Draks, Hellwings

Weapons: All

Secrets: None



2. When you reach the locked gate, turn left and enter Bootius Maximus—Duke should feel right at home here.



3. Climb the seats on your right to get the **skeleton key** above. The room on the right side of the locked gate is an armory, but there's nothing there that Duke needs. Unlock the gate with the key and enter.

Let the Games Begin



4. Go to the top of the stairs. In the chamber ahead, there's a chain hanging from the ceiling. Climb it to reach a room above that has an RPG and RPG ammo inside. Jump to reach the next chain, and climb up again. This room has the **surprise for the final challenge stage** inside. Return to the room below.

THE MAIN EVENT

The preliminaries are over. The aliens are waiting for Duke in the arena, as well as the deadly Loop ahead. Conserve your supplies, especially your jetpack fuel. You'll need all you've got very soon.



1. Midway down the stairs, enter the doorway on your right. Before you step into the coliseum, take a few minutes to blast the annoying Hellwings. Once they are history, step into the center of the coliseum and fight off the attacking Draks.



Tip

Several Draks will swarm you as soon as you enter. Break out your RPG, and start firing into the side passages as soon as they open. Work your way around the arena, never giving the Draks a chance to get out in the open. This is the best way to get past this stage alive.



2. The gate at the end of the arena will open once the Draks are dead. Enter and follow the passages inside until you come to a landing with a locked drawbridge on the other side.



Tip

Inside this small maze of passages is a ledge with some atomic health. Be very careful navigating the lava-filled passages. Duke won't last long in there!



3. This next part is difficult; Duke has to use his jetpack to reach three ledges with levers on them and activate all three to lower the drawbridge. There are two of them on either side of your entry to this area on ledges, and one in the center. Directly across from them are rooms that contain additional jetpacks and atomic health.



Tip

Fly to your left first. The first lever is past the bridge on your left. For best results, concentrate on keeping height, only moving forward in bursts. When Duke is moving forward, he loses height, so don't push forward for too long without correcting for height.



4. Land on the broad bridge ahead and enter the room to get a medkit and another jetpack. The next lever is just past the next arch on your right as is another jetpack nearby. The final lever is around the corner on your left. Congratulations! The drawbridge is now lowered and you just survived the Loop.



5. Enter the chamber beyond the drawbridge and blast the Draks inside. Climb the steps and finish off the final two in the hallway ahead.



6. The exit is dead ahead—step into it to head for the final challenge stage!

Let
the
Games
Begin.



BONUS

Challenge Stage 6

This is it! The final challenge stage of the game, Duke's got his hands on the most powerful weapon yet, so don't let it get away. You face a horde of Heavy Draks, so watch your back and make sure Duke doesn't get blind-sided.

HOW TO KEEP YOUR GUN

Alright, same song, final verse. The Super Zapper is a very potent weapon. While it is powerful, its best attribute is that it seeks multiple targets at once. You should have no trouble clearing the level with this baby.



1. Clear the starting area, then enter the arena. Keep moving and take down the single Draks in the bleachers. Once you're done there, head downstairs.

The Environs

Enemies: Heavy Draks

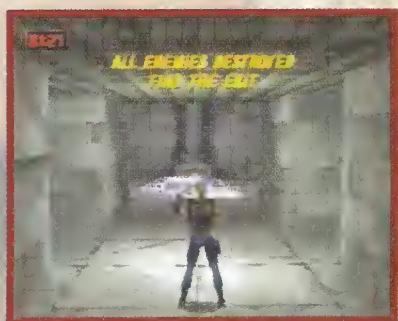
Weapons: Super Zapper (Energy Weapon)

Secrets: None

Bonus: Super Zapper if challenge completed



2. There are two underground passages. As soon as you reach the end of them, start shooting. The Super Zapper will seek out targets for you—just keep Duke safe while you use it.



3. The exit is located directly across the arena from your starting point. Kill the Draks guarding it, then hop in to claim your prize.

Challenge Stage 6



LEVEL 12

Blood Baths

The final alien challenge lies ahead. Duke will have to complete four grueling areas before he can face the final challenge—the alien leader itself. Be sure to mark your path here—it's easy to return to an area you've already completed if you're not careful.

DECISIONS, DECISIONS

Picking a starting point would be totally random, but there is one way for you to tell the teleporters apart in this area: The weapons in the vases behind them are different from one another. Pick up the weapon behind the one you are about to enter. That way when you return, you'll know you've been through that one.



1. Strap on your jetpack and enter the teleporter with the **combat shotgun** behind it first. This area is crawling (or rather floating) with Necobrains. Use your Super Zapper first, then switch to an RPG to take them out.

The Environs

Enemies: Draks, Heavy Draks, Hellwings

Weapons: Combat Shotgun, Flame Thrower, RPG, Super Zapper

Secrets: 4



2. Fly across the pit and work your way down the passages to the room below. Toss a pipe bomb in the bottom and detonate it so you can snag the **medkit** in safety.



3. One level up from the bottom of this pit is a room with a stone bridge across it. Use your jetpack to fly beneath it and enter the teleporter back to the starting room.

Blood Baths

SWIM FOR IT!

One down, three to go. This area requires a fast swim through a mob of Necobrains, so keep Duke moving, or those alien squid will have him for breakfast.



1. When you arrive, you'll fall into some water below. Immediately begin swimming down the channel. When you reach the large room full of Necobrains, veer right and swim high up on the wall to find the exit from this room. If you keep moving, the Necobrains won't be able to catch you.



2. In the next chamber, shoot out the glass above you, then surface and get the flamethrower. Follow the passage behind you.



You only need to shoot out one of the glass panels so that Duke can surface. Get him outta the drink fast, since those Necobrains can still shoot him in here.



3. As you walk down the hall, you'll notice a skin covered place on the wall to your left. Blast it with an RPG or other explosive device to reveal a passage behind it. Climb up into the passage that you revealed.



Necobrains are easy pickings for your RPG in these passages. Just be sure Duke doesn't take any unnecessary damage from the blasts!



4. Follow the maze of passages, using your weapons to smoke out the aliens hiding around corners. Be careful not to blast Duke—the mirrored walls can fool you into firing when you are actually standing next to a mirror.



5. Keep making left turns, and you'll eventually reach the exit teleporter for this section. Enter it to return to the start.

HIGH FLYER

Things are looking much better. This will be your toughest area to conquer. Use your jetpack properly, and you can make it back in no time!



1. Enter the teleporter with the Super Zapper behind it. Immediately activate your jetpack and fly up to the ledge high above the pit. Use your Super Zapper to take down the baby Necobrains, then fly down to the room on your right.



2. This hall has another skin-covered entry above and to your right. Blast it, then grab the jetpack that was behind it. Fly up to the landing, then look across the hall. You'll see another landing. Keep flying up until you reach a narrow hallway.



3. The exit is far below, at the end of this hallway. Drop down it and use your jetpack to cushion the fall onto the teleporter that will take you back to the starting room.

Blood Bath

THINK TANKS

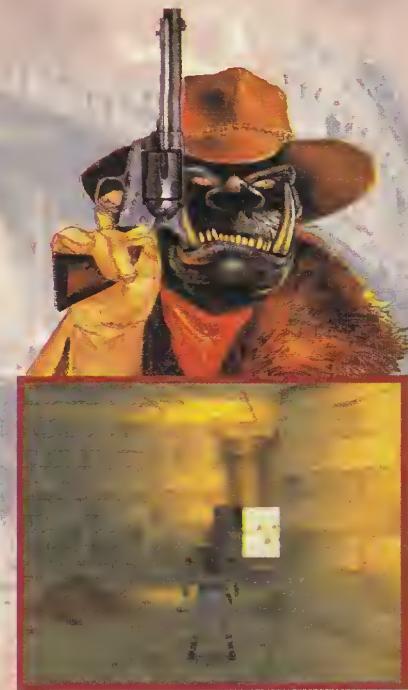
The easiest has been saved for last. Keep your Super Zapper ready, and get through this one to reach the final area.



1. Enter the final teleporter (the one with the **RPG** behind it). Swim out of the tank, and use the Super Zapper to take care of those pesky baby Necobrains.



2. Push the block with the Nukem symbol on it to find a **secret area** with a **medkit** behind it. Follow the hallway into the next room. Push both Nukem blocks to find a **secret area**, and a passage into another tank room.



3. Blast the baby Necobrains in the tank room, then **push the Nukem block** to the left of your entry point into this room. Behind it, you'll find a **secret area** with **RPG** and **Super Zapper** ammo, and **flamethrower** fuel.



4. Push the other Nukem block in this room to reveal the exit. Enter it, but don't expect to return to the start. This time, you're deposited in a blood-filled chamber.

BLOOD BATHS

Nasty doesn't begin to describe this area. Hey, maybe swimming in blood is good for the skin. Duke's about to find out if that's true.



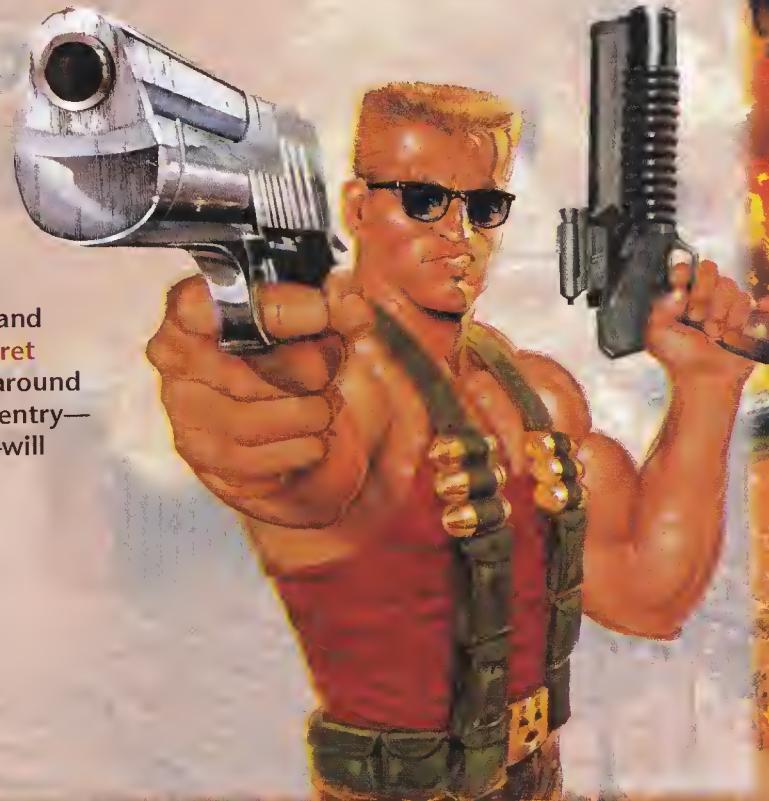
1. Dive in the bloody pool and swim into the passage below. Climb out onto the landing and turn right. When you come to the large, nasty, open area, start blasting Necobrains.



2. Break out your Super Zapper or RPG, and open fire on the Pigs and Necobrains in the room as you run down the stairs to reach the exit from this Roman hell. You're not out of the woods yet, but you only have one more alien to face!



2. Walk around the room to your left and shoot the skin on the wall to find a **secret area** with **ammo** inside. Keep walking around the outside, and another skin-covered entry—this one you'll have to jump to reach—will lead you out of the room.



Blood Baths



BOSS

Moloch—The Gatekeeper

Duke has hammered his way through every alien but one—but he still has his work cut out for him. Moloch guards the final gate the aliens have used to reach our world. Shut him down and let Duke get back to more important things.

HOW TO KILL MOLOCH

Moloch is bigger and faster than the other bosses you've faced so far, so be prepared. Beating him is more about speed than it is about firepower.



1. There are four teleporters that will take you to the opposite side of the room. Use them every time Moloch gets close; you should be able to get off a few shots at his back, or at the very least, keep him from squashing you.

The Environs

Enemies: Moloch

Weapons: None

Secrets: None



Use the side chambers to hide and snipe at Moloch. Be sure to clear out the explosive alien eggs before you enter them, though.



2. Use your RPG to pound Moloch into submission. It will take plenty of shots to do the trick. Use your strafe buttons, and the teleporters to get the job done. When he kicks it, the alien invasion is over—for now. Time for Duke to get some R-and-R. And whatever else he can get...

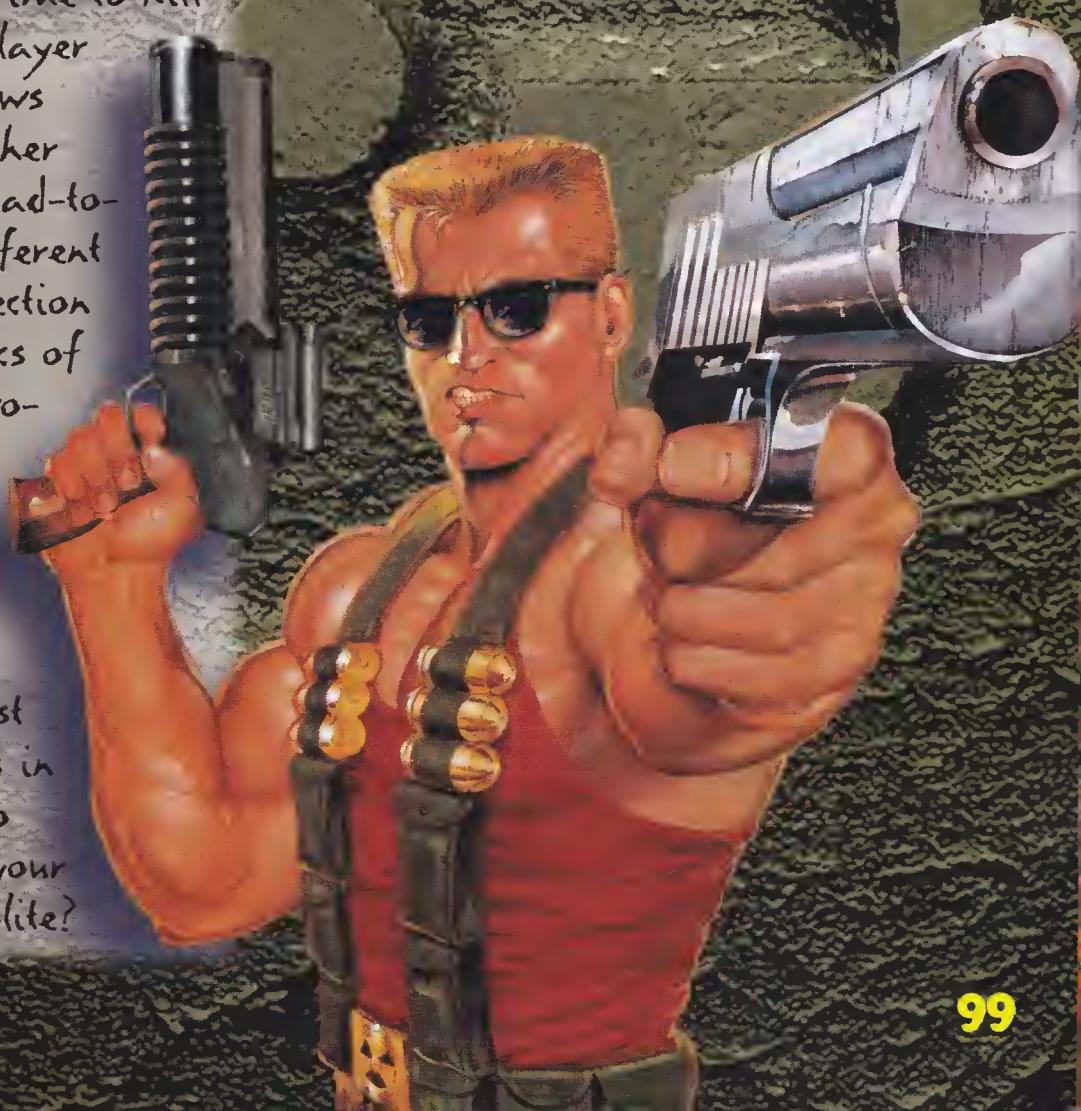
Moloch—The Gatekeeper

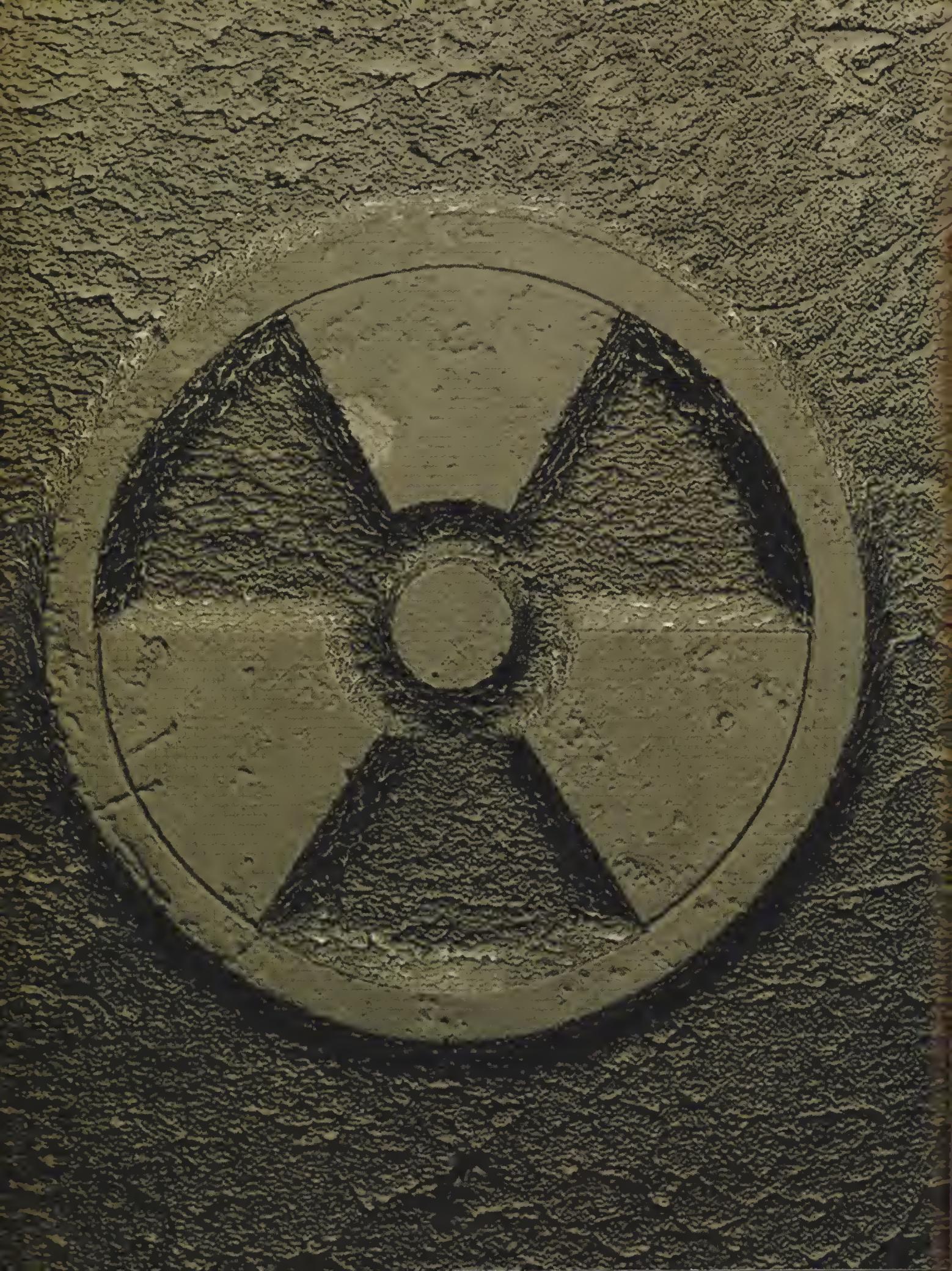


MULTIplayer DUKE

Aliens are one thing, but out-Dukeing your best friend is something very different.

Duke Nukem: Time to Kill boasts a two-player mode that allows you and one other player to go head-to-head in six different arenas. This section covers the basics of setting up a two-player game, tactics for multiplayer mayhem, and the tips for getting the most from the maps in the game. Who said shooting your friends isn't polite?





Multiplayer Setup and Strategies

Now that Duke has wiped out the alien menace, it's time for a real challenge. *Duke Nukem: Time to Kill* allows you to take on one of our friends head-to-head in a Dukematch to the death. This section discusses setting up a Dukematch and tactics for multiplayer games.

SETTING UP A DUKEMATCH

Beginning a multiplayer game is done from the main menu. First, set your options (and both controllers' configurations) from the OPTIONS menu, then select TWO PLAYER.

There are six multiplayer maps you can choose from. (Please refer to the next chapter, Multiplayer Maps, for more details on the maps.) Select the level you want to play, then set a TIME limit if you want one. You can set the time limit from 5 to 15 minutes, or choose UNLIMITED if you plan to play for awhile.

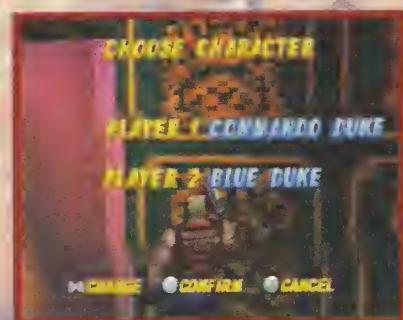
The next setting to choose is the KILL setting. Select 5, 10, 15, or UNLIMITED here. Selecting a kill limit will return you to the main menu once one of the players reaches that total.

Your final choice is the screen SPLIT. Select either Vertical or Horizontal. This is basically personal preference. To give both players maximum viewing space up and down, select Vertical. If you prefer a wider view, select Horizontal.

The next menu you'll see once you're done setting game options is the CHOOSE CHARACTER screen. Each player can choose to play as Blue or Red Duke, Western Duke, Medieval Duke, Commando Duke, or Toga Duke.



Once you select your player, the Start button will be enabled and you can go at it. May the best Duke win!



Multiplayer Setup and Strategies

MULTIPLAYER TACTICS

A good balance of offense and defense is important to survive, especially since you're sitting right next to your opponent. The following list gives you a few tips for teaching your friend a lesson.

- ◆ **Be the aggressor**—You can't hide from your opponent, since he can tell exactly where you are with one glance at the screen. Go hunting for the other player.
- ◆ **Control the level**—Keep control of all weapons and power-ups in the level. Develop a pattern that allows you to sweep the map for the goodies, while still pounding on your opponent.
- ◆ **Master the art of circle strafing**—Being able to circle your opponent while pouring it on is a must for owning every arena. The better you can perform this feat, the less likely the other Duke will have a chance.
- ◆ **Learn the levels**—The six multiplayer maps provided with the game are somewhat similar, but weapon placement is always different. Scout out the map early on, and get used to the layout.
- ◆ **Snag the health**—Health is the difference between victory and defeat. You must be the one that picks it up, so time your pass through an area so that you can grab the health just after it appears.
- ◆ **Avoid traps**—Weapons placed on high ledges, health in out-of-the-way places, and other difficult things make you an easy target. Avoid going after them unless you have no choice.
- ◆ **Be unpredictable**—Don't get into a rut and play the same way every time. Vary your tactics to keep your opponent guessing.
- ◆ **Select high impact weapons**—You may only get one shot at the other player, so make it count. Use the most powerful weapon you can find to make sure that he doesn't get up.
- ◆ **Use height to your advantage**—Most players, even when they can see you on-screen, don't think to look up. If they do, they'll have a tough time shooting you without standing still. Blast 'em before they get the chance.
- ◆ **Use the environment**—Nasty stuff such as lava, exploding barrels, and long drops can be used to your advantage. Drive your opponent into them and let the level do your work for you.

Multiplayer Maps

The six maps designed for two-player Dukematch are set in all the time periods Duke visits. They are actually the six challenge stages with weapons and items added for two-player battles. This section will give you a brief rundown on each map.

MESA



The Old West rules again. Mesa consists of several side chambers where the two-player start and re-spawn, as well as an open arena with brick platforms scattered throughout. A **Gatling gun** is the prize on the central platform. Below the arena are four tunnels that meet under the center of the room, where an **atomic health** sits. The Gatling gun is the most high-tech weapon here. You will

find plenty of **shotguns**, **throwing knives**, and a few bundles of **dynamite** as well, but don't come here expecting an RPG battle—there isn't one here.

CASTLE

Time to get medieval! The castle is a good level for Dukematch. It has two main areas, a red courtyard and a blue one. Each of these areas has a **Gatling gun** on a platform in the center. There are passages that lead to the outer ring around the courtyards. These passages lead up to a central area above both courtyards. From here, you can access the ledges above the courtyard and collect the **armor** and **weapons** up here. Controlling this area is a must for beating your opponent mercilessly.



DUNGEON



The Dungeon is the arena where you won the Incendiary RPG in the regular game. There are outer hallways that connect and enable you to drop down to the lower level, where you'll find an RPG and Energy Weapon. The platform in the center of the level has a hole in the center you can drop through to reach the lower level as well. This level has plenty of turns, so it's easy to avoid enemy fire. Use the RPG to blast walls next to corners and obliterate your opponent.

COLISEUM

The Coliseum is the arena where you won the Super Zapper. It consists of two side chambers with combat shotguns and armor inside, and throwing axes just outside. The arena holds energy weapons, flamethrowers and a jetpack high overhead. In the alcoves on either end, are RPGs and ammo for them. The coliseum floor is a killing ground—don't go out there unless you're locked and loaded. Control the RPGs and jetpack to win this one.



WAREHOUSE

This map is the first challenge stage, where you won the Super Eagle pistol. There are plenty of hiding places here. In addition, almost all the weapons (no throwing knives or axes) are located within the level. The upper area, with its staircases and side passages, is the most crucial. The only things located on the lower level are some **pipe bombs**, **ammo**, a **Gatling gun**, and **shotgun**. If your opponent goes down there, wait for them to come out and blast them. Control the **atomic health** to keep your edge.

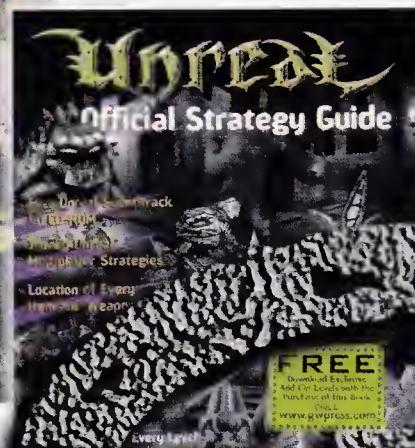
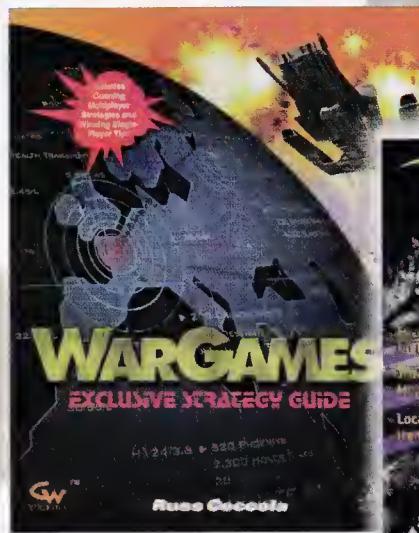
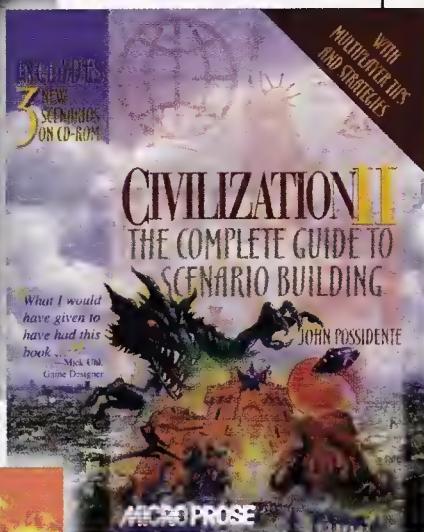


FACTORY

The final multiplayer level is the chicken factory where you won the high-temp flamethrower. Avoid getting into areas you have to climb out of in this level, which translates to staying on the stairs above the floor. If you can manage this, your opponent won't stand a chance. Grab the **dynamite** and lob it down on 'em while they scramble around to get upstairs. Height is definitely to your advantage here.



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